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FIIUUU
!!!
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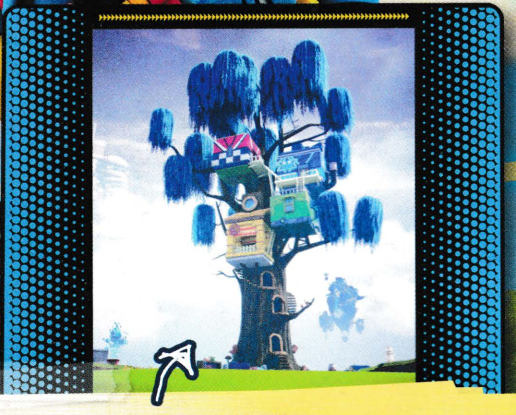
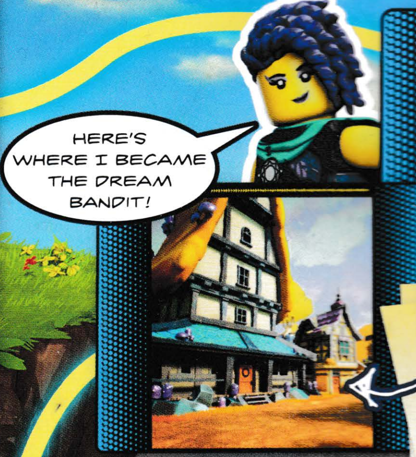
A GUIDE TO THE DREAM WORLD!

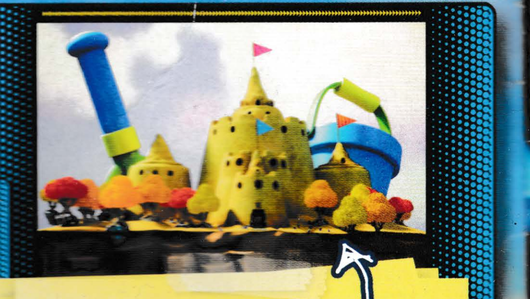
COME ON! JUST FOLLOW ME THROUGH THESE DOORS TO DREAM REALM ADVENTURES!

The **dream chasers of the Night Bureau** are the defenders of the **entire dream world**. For them, it's vital to know where **nightmares** and creatures are lurking, but also where they can find allies and have **lots of fun**. Join Mateo and his pal Z-Blob as they take you on this tour of the **most important dream realms**!

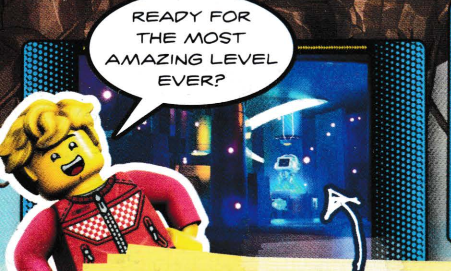


LANDING AND TREEHOUSE Our **headquarters** and the **first stop** for our team in the dream world. We arrive here after we fall asleep.

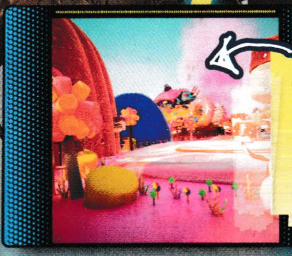

HERE'S WHERE I BECAME THE DREAM BANDIT!



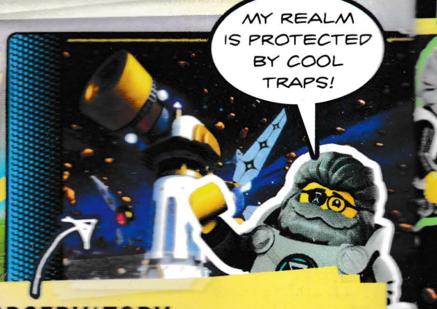
FANTASY REALM The **enchanted forest** and **fairytale village** are home to all kinds of dream creatures. The **dream forge**, a huge sandcastle, is where dream chasers get their hourglasses.


READY FOR THE MOST AMAZING LEVEL EVER?

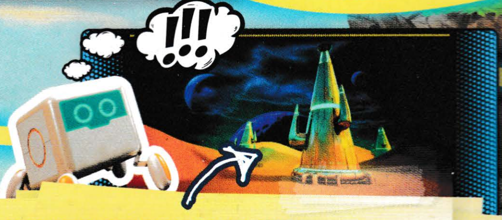
CYBER REALM A paradise for **gamers** and all those who want to keep on playing **in their dreams**. A robot named **Burrzerker** guards this video game oasis.



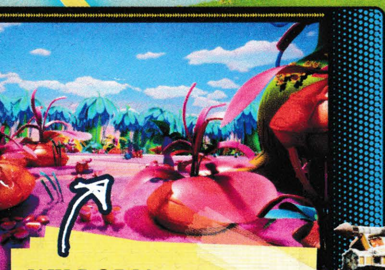
CANDY REALM Of all the dream realms, this one is the **biggest treat**. Anything you want to **eat** can be dreamed up here. The guardian of this realm is a lovable candy chameleon.


MY REALM IS PROTECTED BY COOL TRAPS!

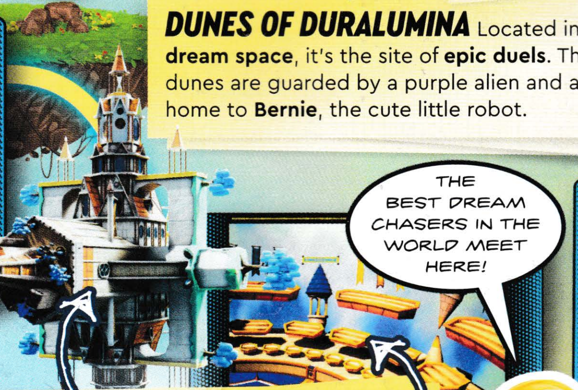
OBSERVATORY Our teacher **Mr. Oz** can awaken dreamers from here. With the help of his **telescope**, he can see almost anywhere in dream world.



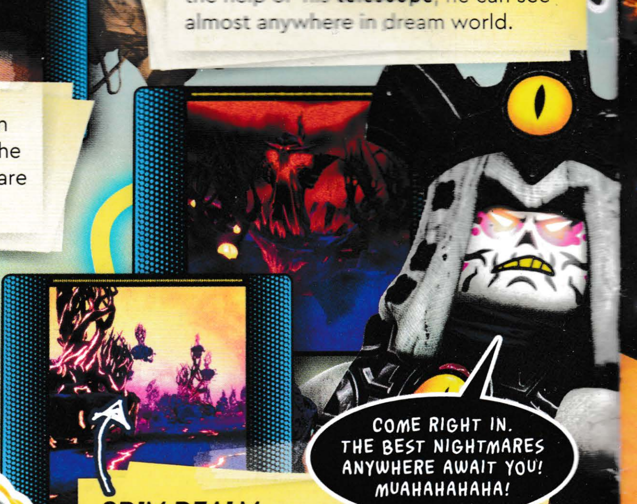
DUNES OF DURALUMINA Located in **dream space**, it's the site of **epic duels**. The dunes are guarded by a purple alien and are home to **Bernie**, the cute little robot.



WILDORIA Also known as the **Beast Realm**, Wildoria is home to exotic **animal creatures**, a deep **jungle** and an ancient **dream temple**.


THE BEST DREAM CHASERS IN THE WORLD MEET HERE!

CASTLE NOCTURNIA **Headquarters** of the **Night Bureau** and home base of **dream keeper Lunia**. **Phil the Manticore** is the guardian and Grand Inspector Royce is the one in charge.


COME RIGHT IN. THE BEST NIGHTMARES ANYWHERE AWAIT YOU! MUAHAHAHAHA!

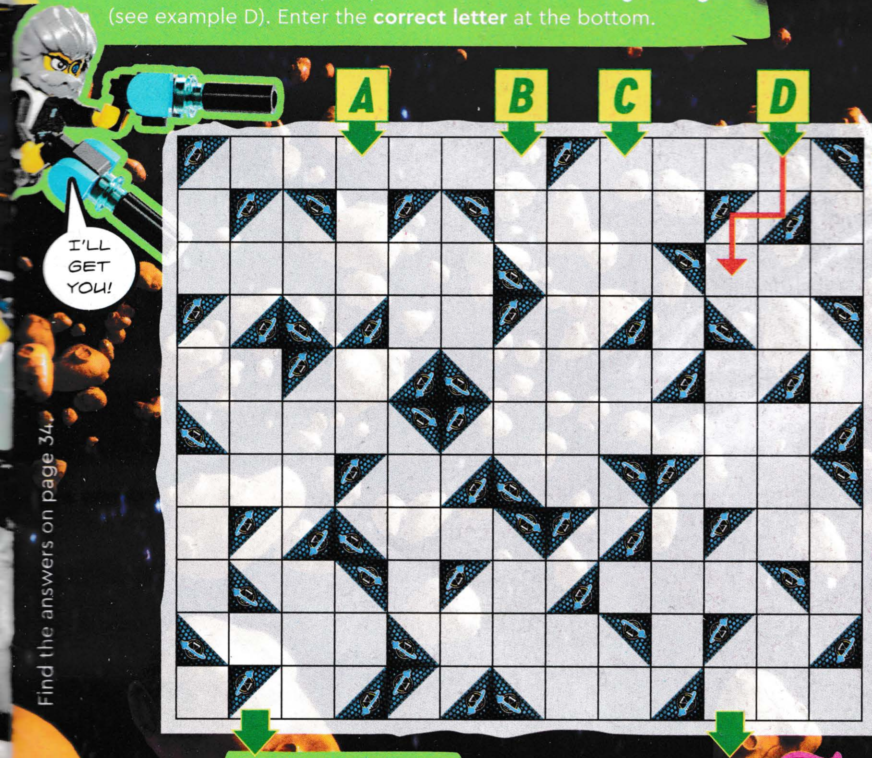
GRIM REALM Here, the **Nightmare King** rules from his castle, the **Shadowkeep**. It is populated by **Grimspawn** and other **dark creatures**.

BE A BEAST!
A NEW NEMESIS HAS APPEARED IN THE DREAM WORLD! SOLVE THE PUZZLES, DIVE INTO THE COMIC AND FACTS AND HELP US DEFEAT OUR ENEMY. C'MON BRO, THERE'S NO TIME TO WASTE!
HEY, WHAT'S GOING ON OUT THERE?
SECRETS FROM THE NIGHT BUREAU!
FACTS
SUPER STRONG AND SUPER BAD!
MEANIE SCREENIES!
TWIN TROUBLEMAKERS!
ON THE MARCH

CONTENT

4 Comic: Castle Crusaders (1)
9 Activity: where are they?
10 Comic: Castle Crusaders (2)
17 Poster: space taxi
18 Poster: helmets of evil
21 Create: secret gallery
22 Toy: absolute Zero
24 Puzzle: record race
26 Game: boss master
28 Training: part 1
29 Facts: Cyber Villains
31 Training: part 2
32 Set: shark from the dark
34 Next time & answers

DOUBLE BARREL Which of **Mr. Oz's four shots** strikes **Snivel** and which one hits **Susan**? Use a ruler to trace the path of each shot. If the shot hits an obstacle, the path continues at a **90 degree angle** (see example D). Enter the **correct letter** at the bottom.


A
B
C
D
I'LL GET YOU!

Find the answers on page 34

SUSAN
WAAH, WE'D BETTER BEAT IT!

ESCAPED!

Susan and **Snivel** have fled to other parts of the magazine. **Find them** and enter the correct **page numbers** here.

SNIVEL
OUCH! I'M GOING TO HIDE.

ENJOYING THE MAGAZINE?

Have any **questions**, **requests** or **suggestions**? Then write to us – we would love to hear from you!

LEGO DREAMZzz magazine,
Immediate Media,
Vineyard House, 44 Brook Green,
London W6 7BT

Or email us at
LEGO.DREAMZzz@immediate.co.uk

DREAM CRAFT

You'll find tasks throughout the magazine. They invite you to use your **LEGO® bricks** in a **creative** way. Unlock the power of your imagination and stop the nightmares!

THIS WILL GIVE HIM A TOOTHACHE FOR SURE!
CRRRHH!

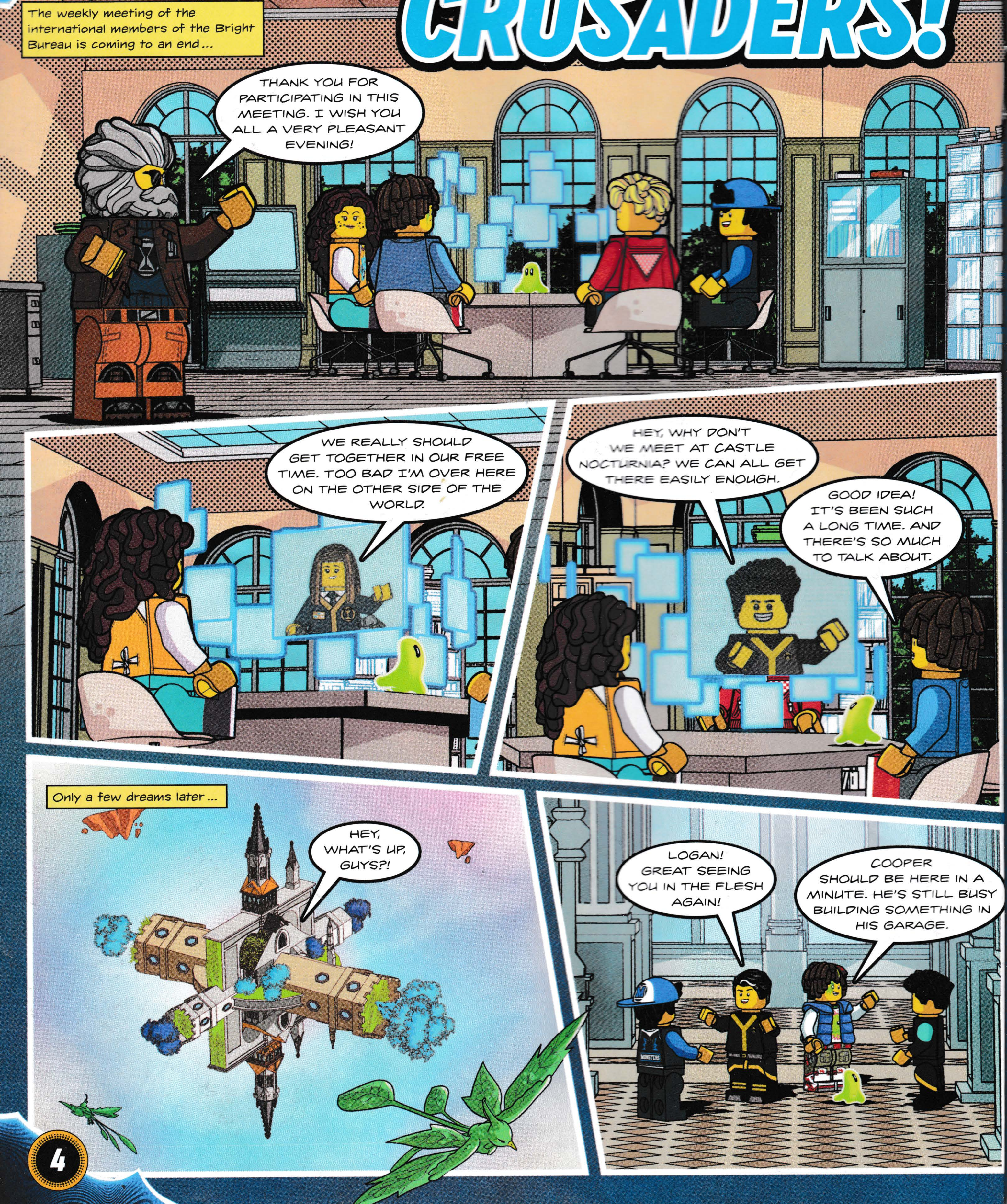
BIG BAD BEASTS IN THE COMIC

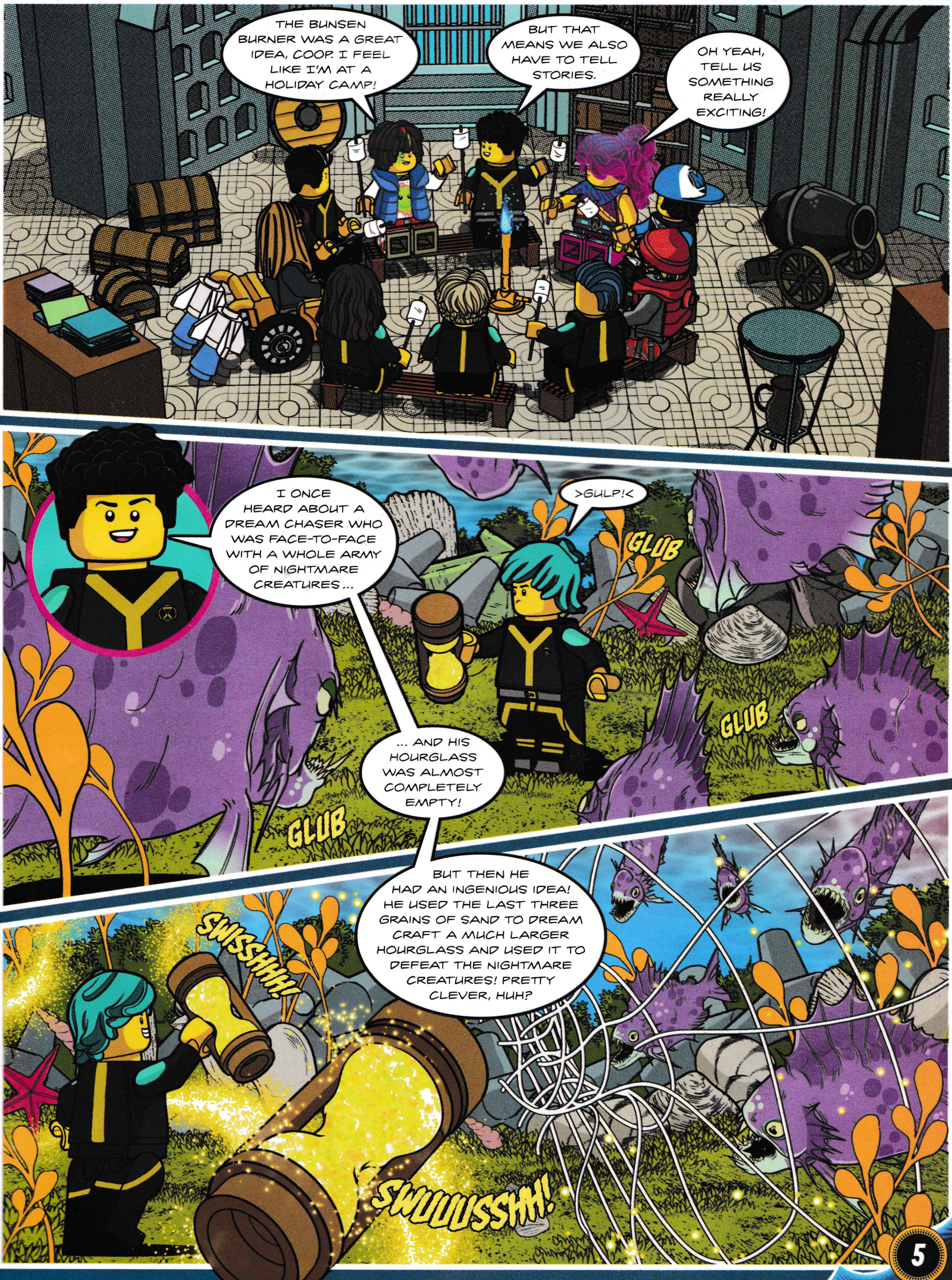
COMIC

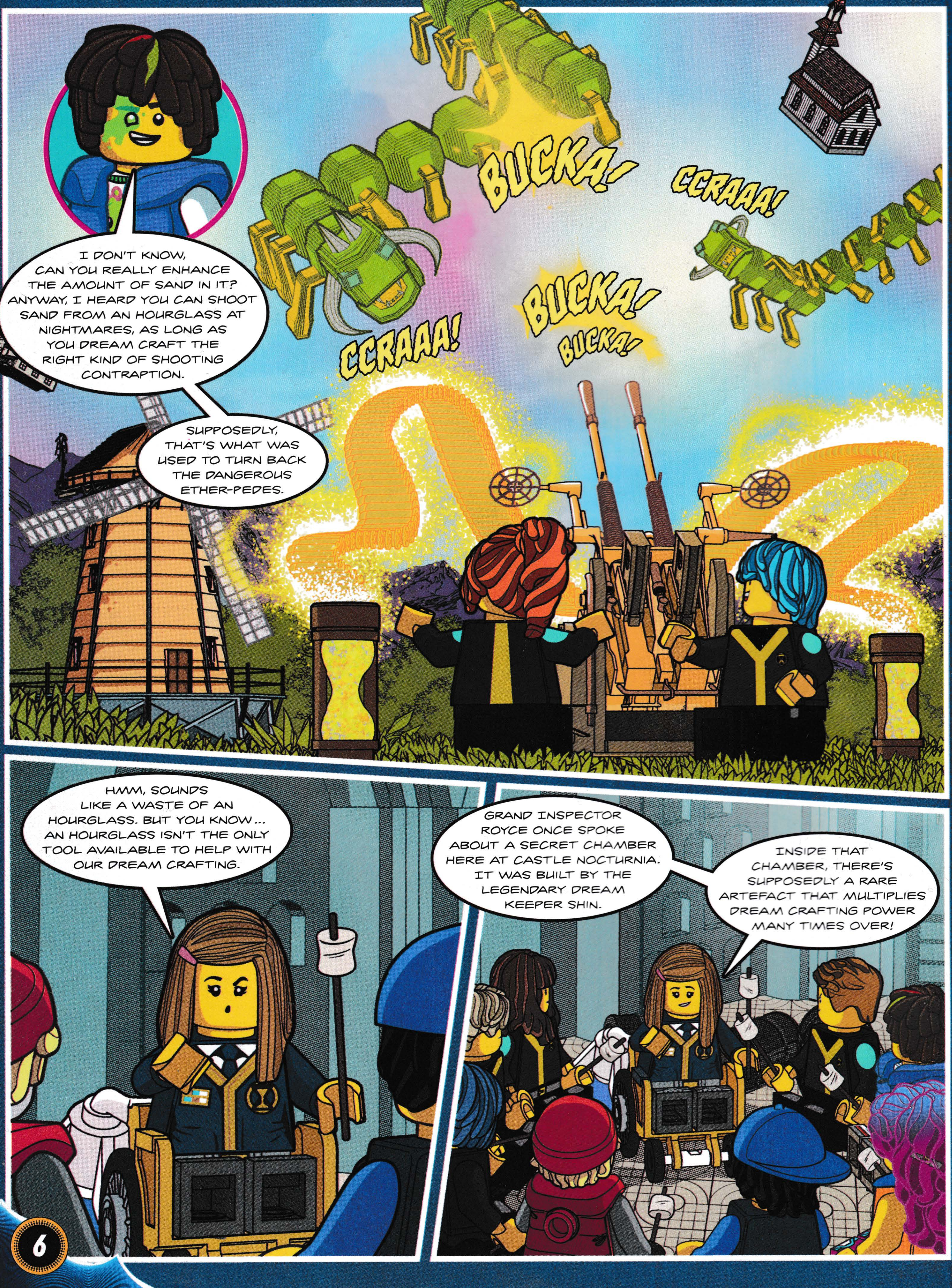
PART 1

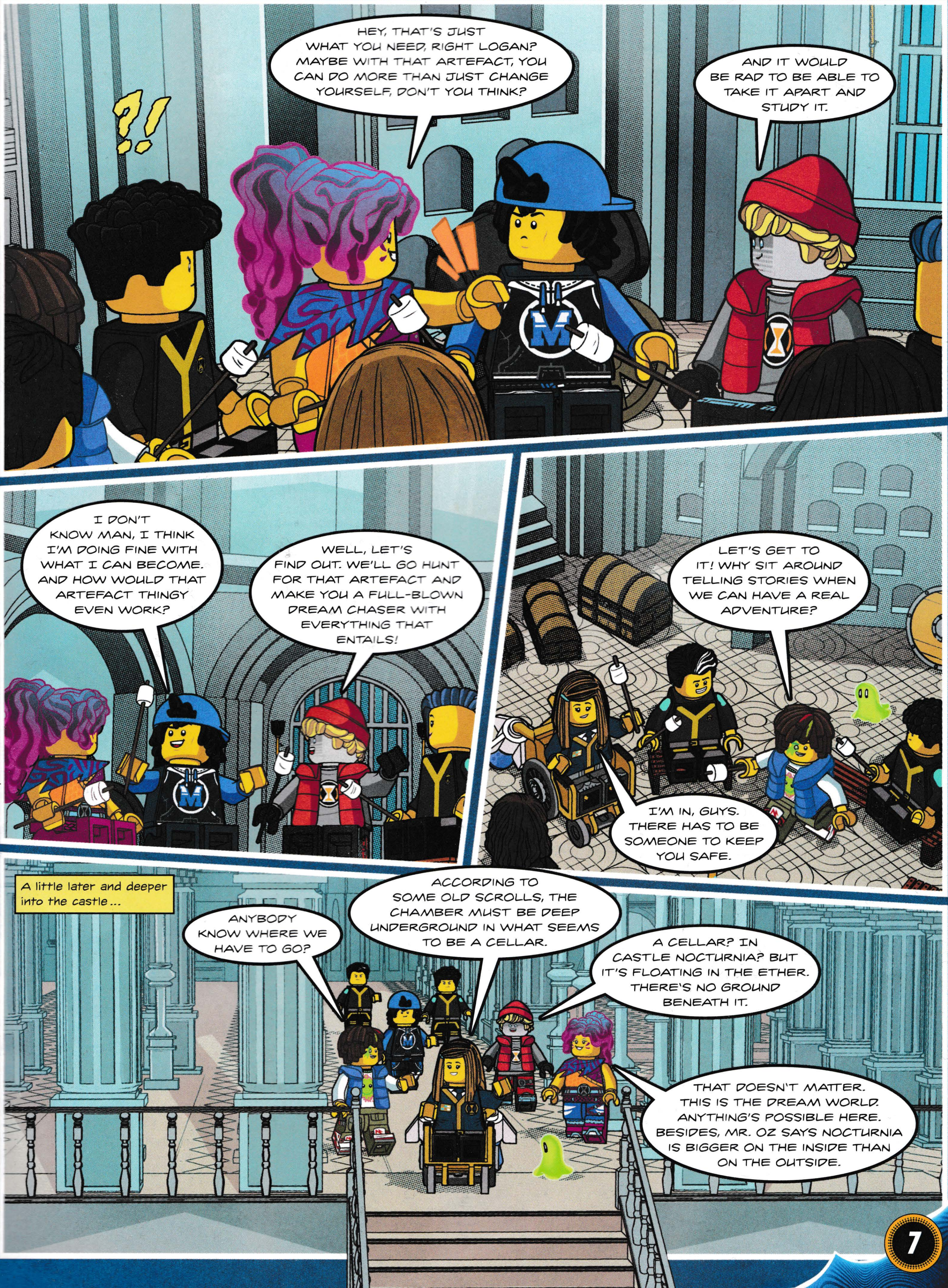
CASTLE CRUSADERS!

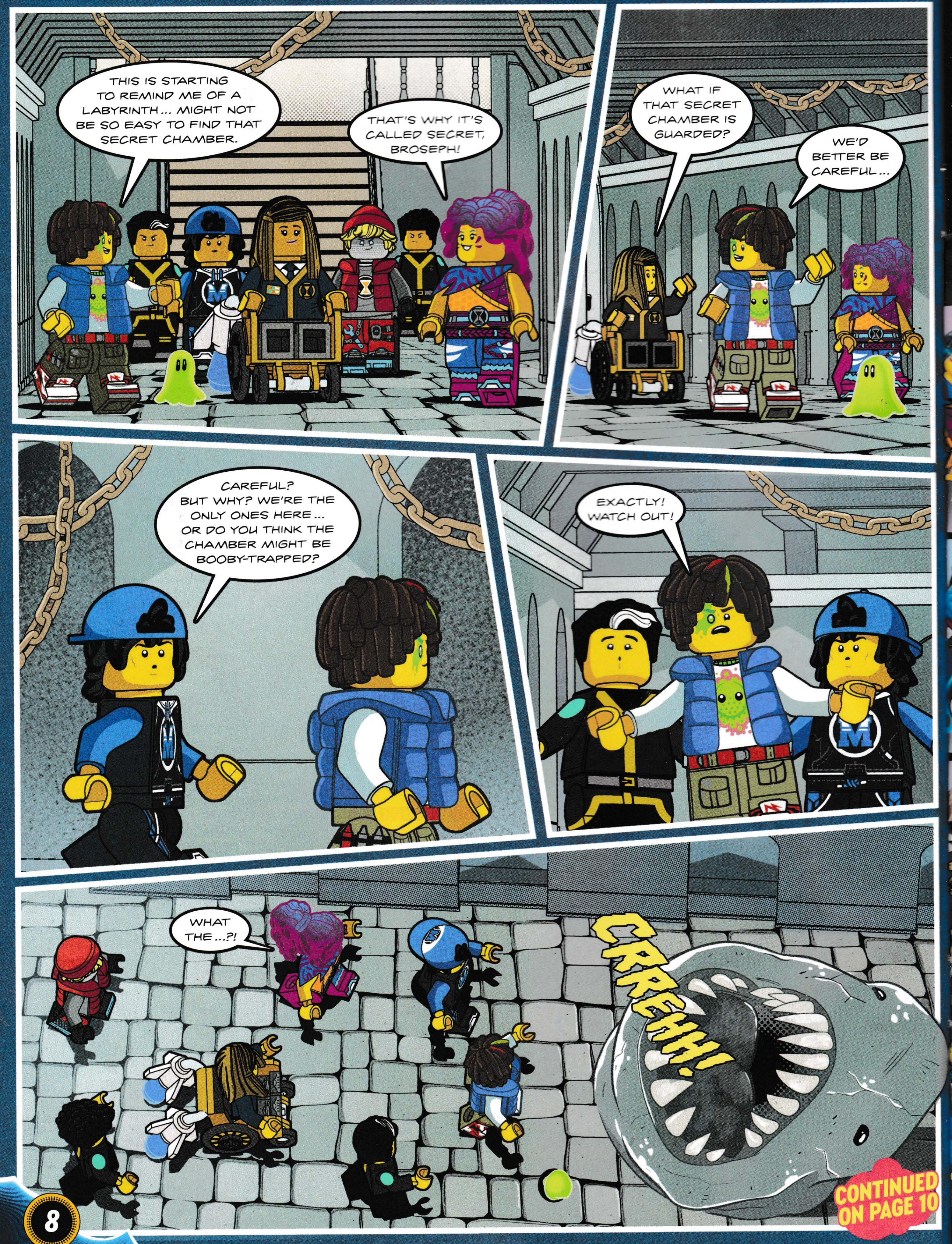
Story & Script: Jan Dinter
Illustrations: InkBubble Studios (Pencils & Inks: Virgilio D'Ambrosio, Colours: Marco Pelandra)


The weekly meeting of the international members of the Bright Bureau is coming to an end…
THANK YOU FOR PARTICIPATING IN THIS MEETING. I WISH YOU ALL A VERY PLEASANT EVENING!
WE REALLY SHOULD GET TOGETHER IN OUR FREE TIME. TOO BAD I'M OVER HERE ON THE OTHER SIDE OF THE WORLD.
HEY, WHY DON'T WE MEET AT CASTLE NOCTURNIA? WE CAN ALL GET THERE EASILY ENOUGH.
GOOD IDEA! IT'S BEEN SUCH A LONG TIME. AND THERE'S SO MUCH TO TALK ABOUT.
Only a few dreams later…
HEY, WHAT'S UP, GUYS?!
LOGAN! GREAT SEEING YOU IN THE FLESH AGAIN!
COOPER SHOULD BE HERE IN A MINUTE. HE'S STILL BUSY BUILDING SOMETHING IN HIS GARAGE.


THE BUNSEN BURNER WAS A GREAT IDEA, COOP. I FEEL LIKE I'M AT A HOLIDAY CAMP!
BUT THAT MEANS WE ALSO HAVE TO TELL STORIES.
OH YEAH, TELL US SOMETHING REALLY EXCITING!
I ONCE HEARD ABOUT A DREAM CHASER WHO WAS FACE-TO-FACE WITH A WHOLE ARMY OF NIGHTMARE CREATURES...
>GULP!<
GLUB
GLUB
GLUB
... AND HIS HOURGLASS WAS ALMOST COMPLETELY EMPTY!
BUT THEN HE HAD AN INGENIOUS IDEA! HE USED THE LAST THREE GRAINS OF SAND TO DREAM CRAFT A MUCH LARGER HOURGLASS AND USED IT TO DEFEAT THE NIGHTMARE CREATURES! PRETTY CLEVER, HUH?
SWISSHHH!
SWUUUSSHH!


I DON'T KNOW, CAN YOU REALLY ENHANCE THE AMOUNT OF SAND IN IT? ANYWAY, I HEARD YOU CAN SHOOT SAND FROM AN HOURGLASS AT NIGHTMARES, AS LONG AS YOU DREAM CRAFT THE RIGHT KIND OF SHOOTING CONTRAPTION.
BUCKA!
CCRAAA!
BUCKA!
BUCKA!
CCRAAA!
SUPPOSEDLY, THAT'S WHAT WAS USED TO TURN BACK THE DANGEROUS ETHER-PEDES.
HMM, SOUNDS LIKE A WASTE OF AN HOURGLASS. BUT YOU KNOW... AN HOURGLASS ISN'T THE ONLY TOOL AVAILABLE TO HELP WITH OUR DREAM CRAFTING.
GRAND INSPECTOR ROYCE ONCE SPOKE ABOUT A SECRET CHAMBER HERE AT CASTLE NOCTURNIA. IT WAS BUILT BY THE LEGENDARY DREAM KEEPER SHIN.
INSIDE THAT CHAMBER, THERE'S SUPPOSEDLY A RARE ARTEFACT THAT MULTIPLIES DREAM CRAFTING POWER MANY TIMES OVER!


?!
HEY, THAT'S JUST WHAT YOU NEED, RIGHT LOGAN? MAYBE WITH THAT ARTEFACT, YOU CAN DO MORE THAN JUST CHANGE YOURSELF, DON'T YOU THINK?
AND IT WOULD BE RAD TO BE ABLE TO TAKE IT APART AND STUDY IT.
I DON'T KNOW MAN, I THINK I'M DOING FINE WITH WHAT I CAN BECOME. AND HOW WOULD THAT ARTEFACT THINGY EVEN WORK?
WELL, LET'S FIND OUT. WE'LL GO HUNT FOR THAT ARTEFACT AND MAKE YOU A FULL-BLOWN DREAM CHASER WITH EVERYTHING THAT ENTAILS!
LET'S GET TO IT! WHY SIT AROUND TELLING STORIES WHEN WE CAN HAVE A REAL ADVENTURE?
I'M IN, GUYS. THERE HAS TO BE SOMEONE TO KEEP YOU SAFE.
A little later and deeper into the castle...
ANYBODY KNOW WHERE WE HAVE TO GO?
ACCORDING TO SOME OLD SCROLLS, THE CHAMBER MUST BE DEEP UNDERGROUND IN WHAT SEEMS TO BE A CELLAR.
A CELLAR? IN CASTLE NOCTURNIA? BUT IT'S FLOATING IN THE ETHER. THERE'S NO GROUND BENEATH IT.
THAT DOESN'T MATTER. THIS IS THE DREAM WORLD. ANYTHING'S POSSIBLE HERE. BESIDES, MR. OZ SAYS NOCTURNIA IS BIGGER ON THE INSIDE THAN ON THE OUTSIDE.


THIS IS STARTING TO REMIND ME OF A LABYRINTH ... MIGHT NOT BE SO EASY TO FIND THAT SECRET CHAMBER.
THAT'S WHY IT'S CALLED SECRET, BROSEPH!
WHAT IF THAT SECRET CHAMBER IS GUARDED?
WE'D BETTER BE CAREFUL ...
CAREFUL? BUT WHY? WE'RE THE ONLY ONES HERE ... OR DO YOU THINK THE CHAMBER MIGHT BE BOOBY-TRAPPED?
EXACTLY! WATCH OUT!
WHAT THE ...?!
CRRRHH!

CONTINUED ON PAGE 10

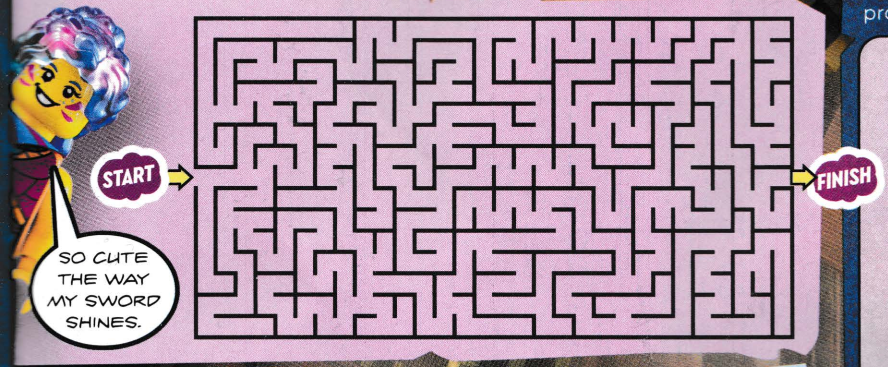
WHERE ARE THEY?

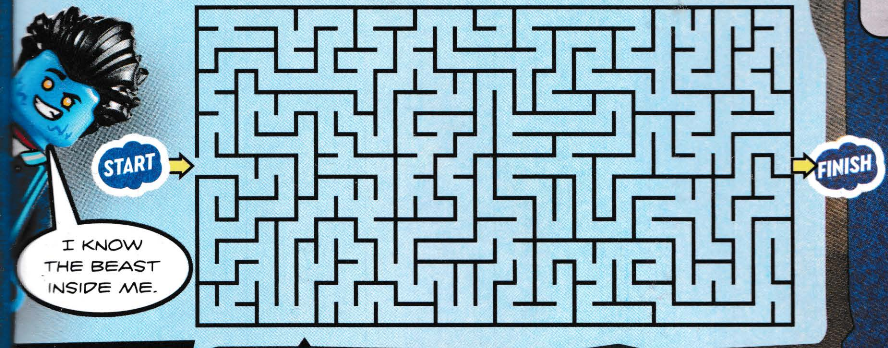
Izzie, **Logan**, **Astrid** and **Mateo** have **been separated** from one another in the cellar of Castle Nocturnia. Help them **find one another** again by solving the following **puzzles**.

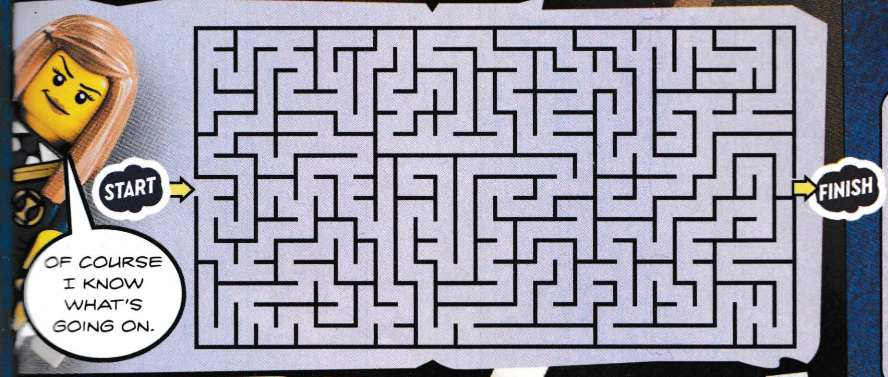
LOOKS LIKE THE OTHERS ARE IN TROUBLE AGAIN. I THINK WE'D BETTER GET THEM OUT OF THERE.

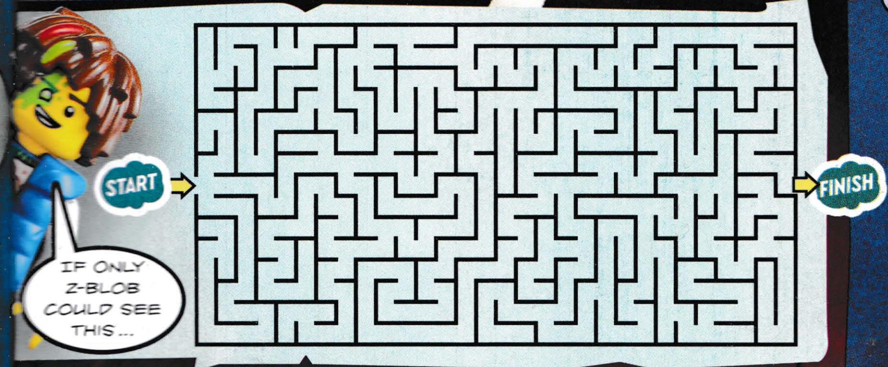
1 A-MAZED

Mark the **right path** for each member of the Night Bureau.


START
FINISH
SO CUTE THE WAY MY SWORD SHINES.

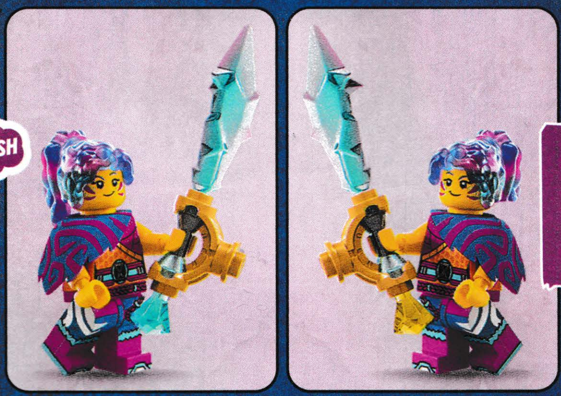

START
FINISH
I KNOW THE BEAST INSIDE ME.


START
FINISH
OF COURSE I KNOW WHAT'S GOING ON.

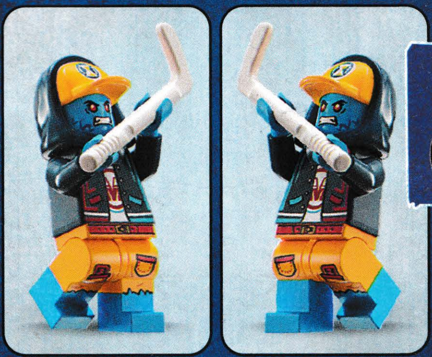

START
FINISH
IF ONLY Z-BLOB COULD SEE THIS...

2 MIRROR MIRROR

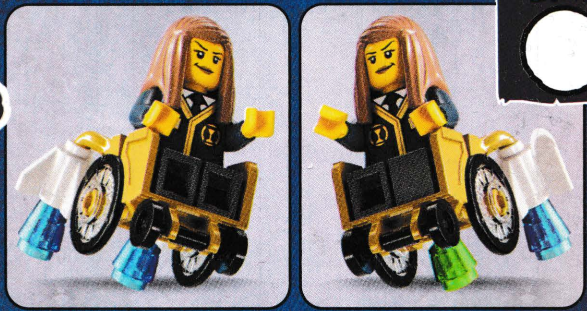
In order to rejoin their friends, each dream chaser must pass through a dream world mirror. To do so, you must first find all the **errors** in their **mirror images**. Mark the errors in the pictures **on the right** and enter each **total** in the space provided. It's not as easy as you think!



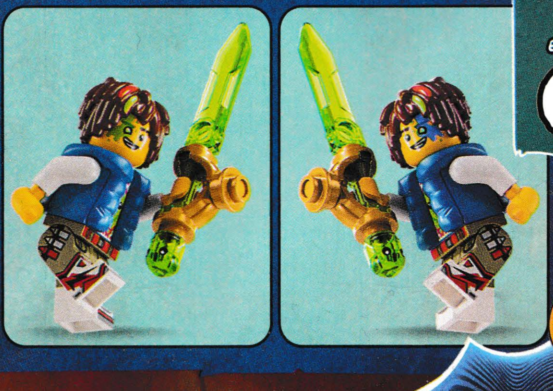
Total errors:



Total errors:

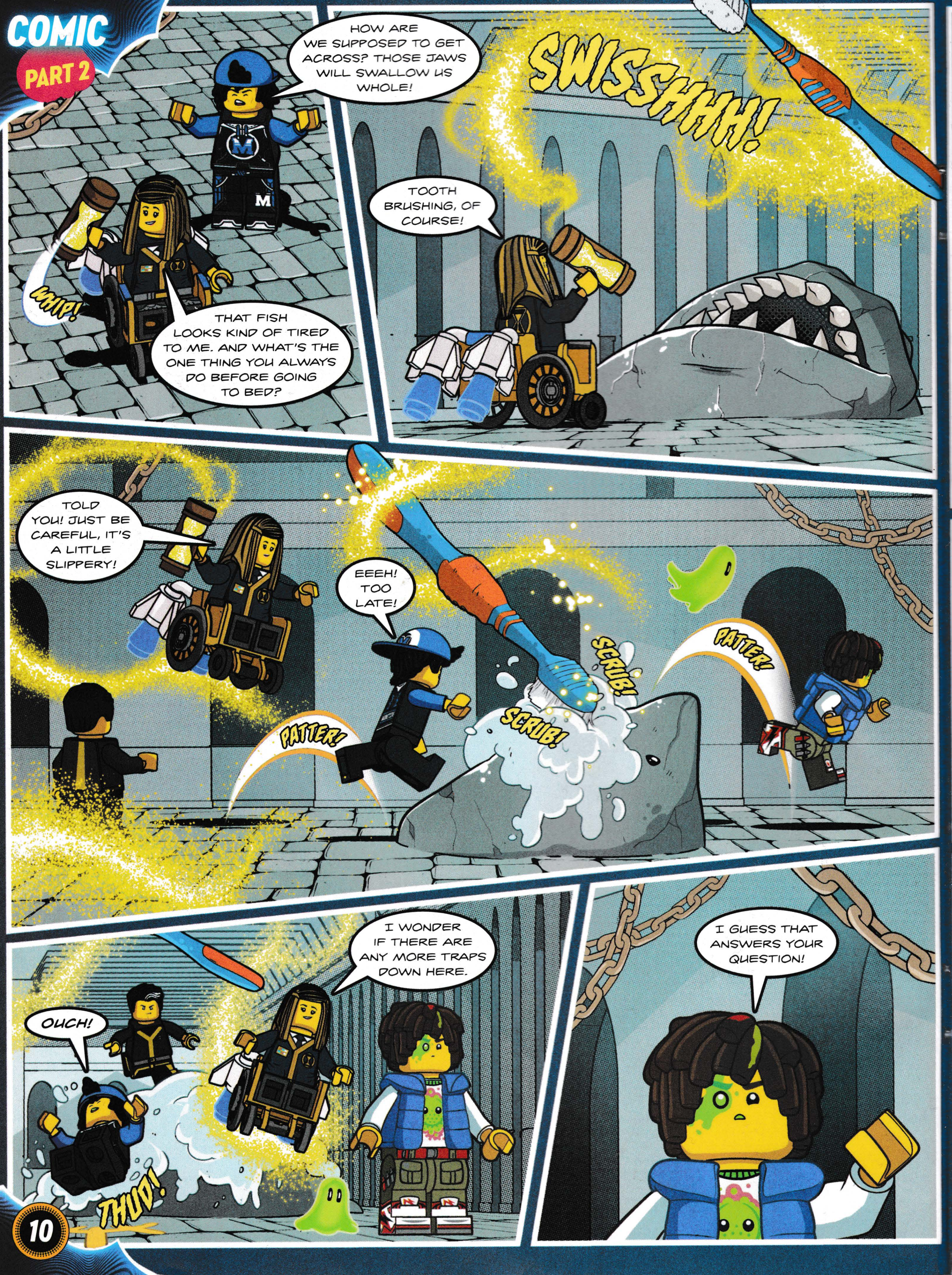


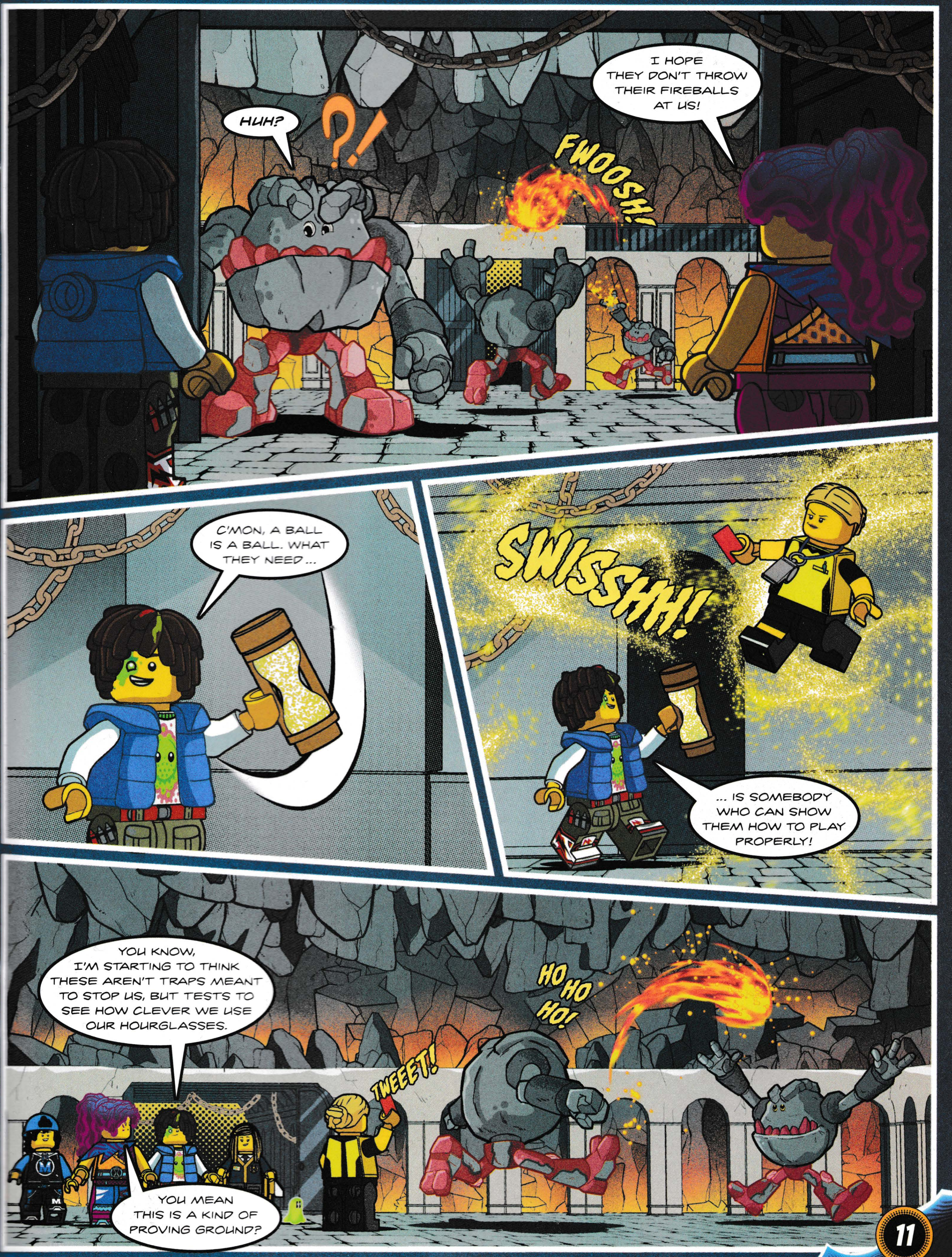
Total errors:

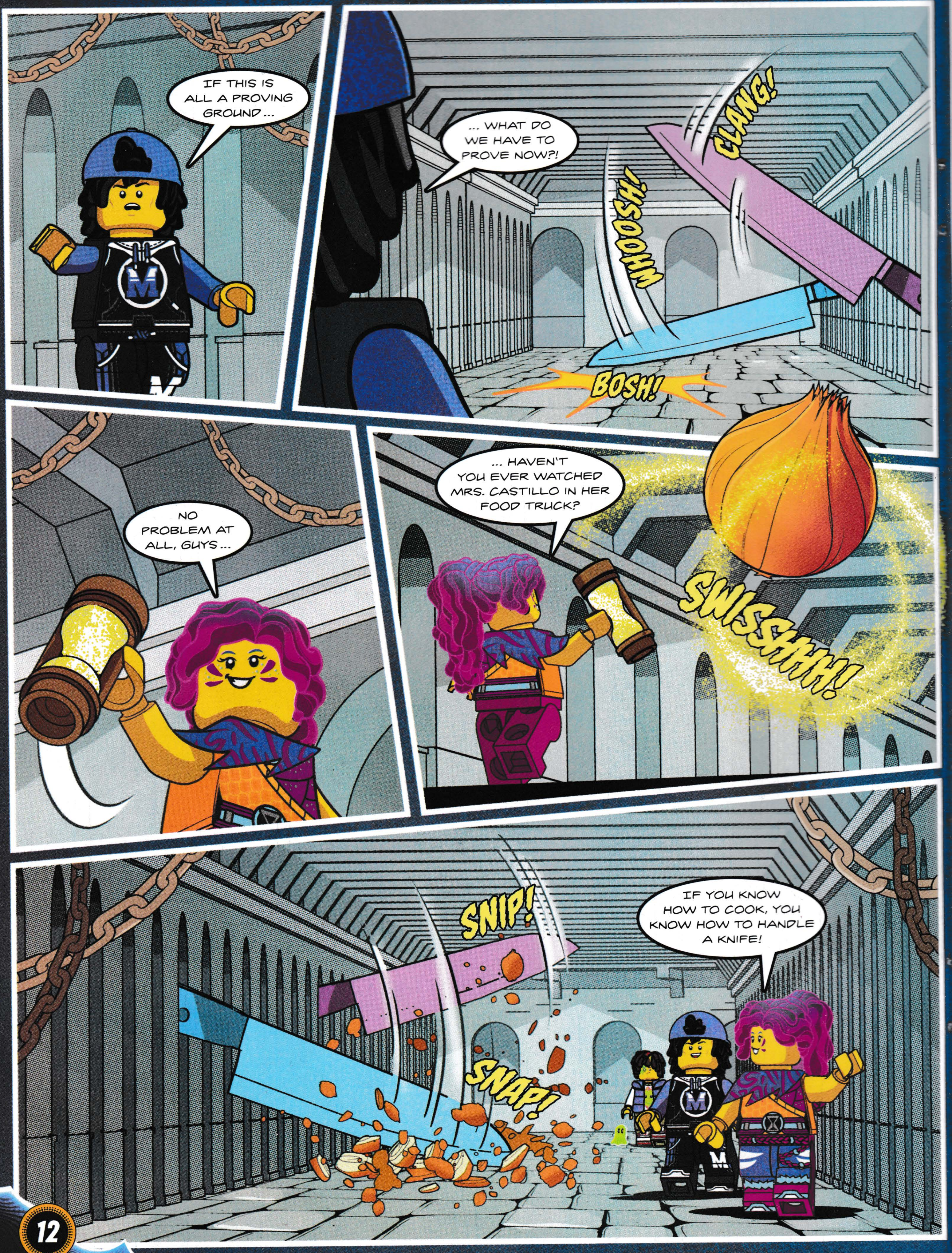


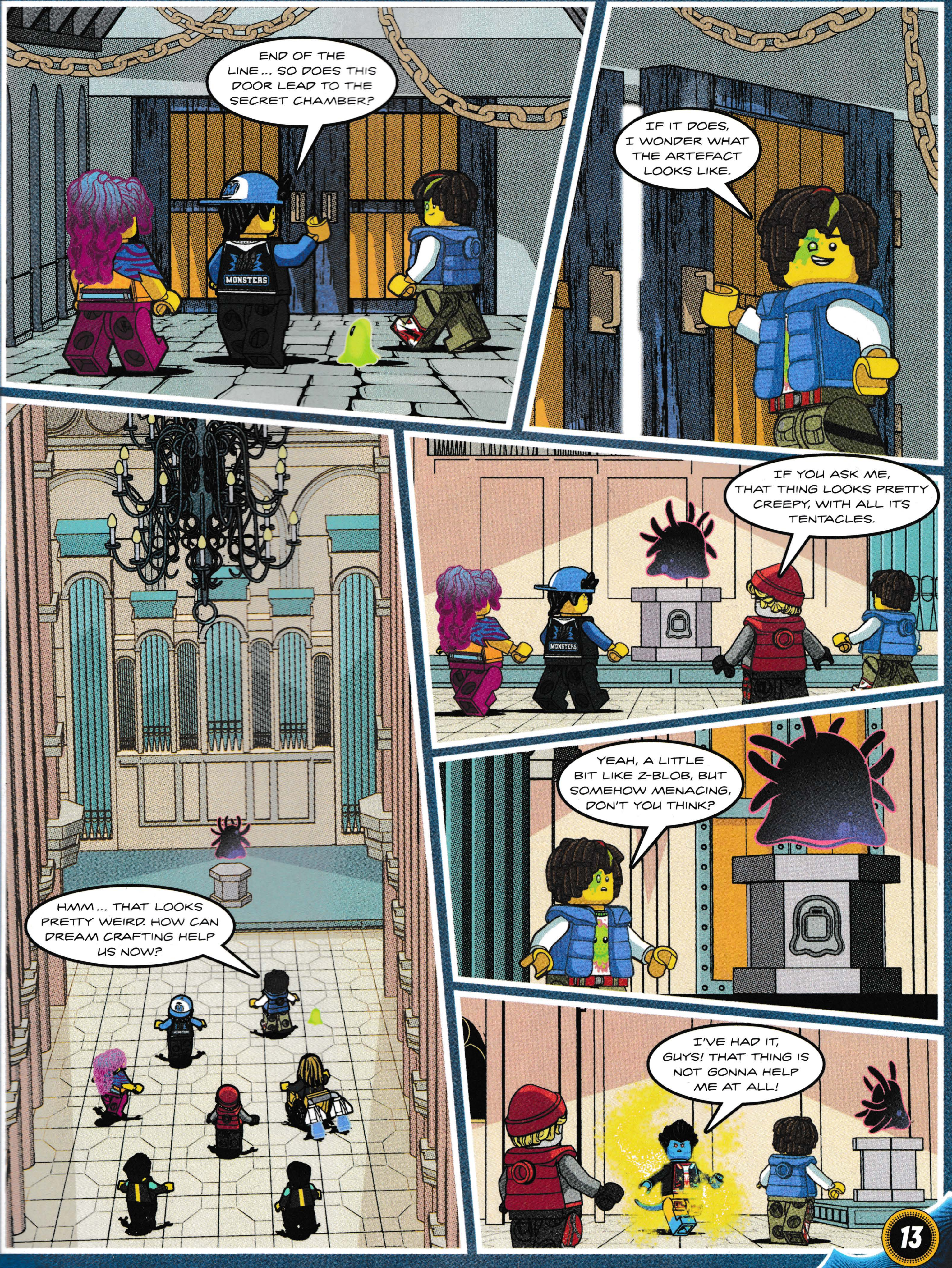
Total errors:

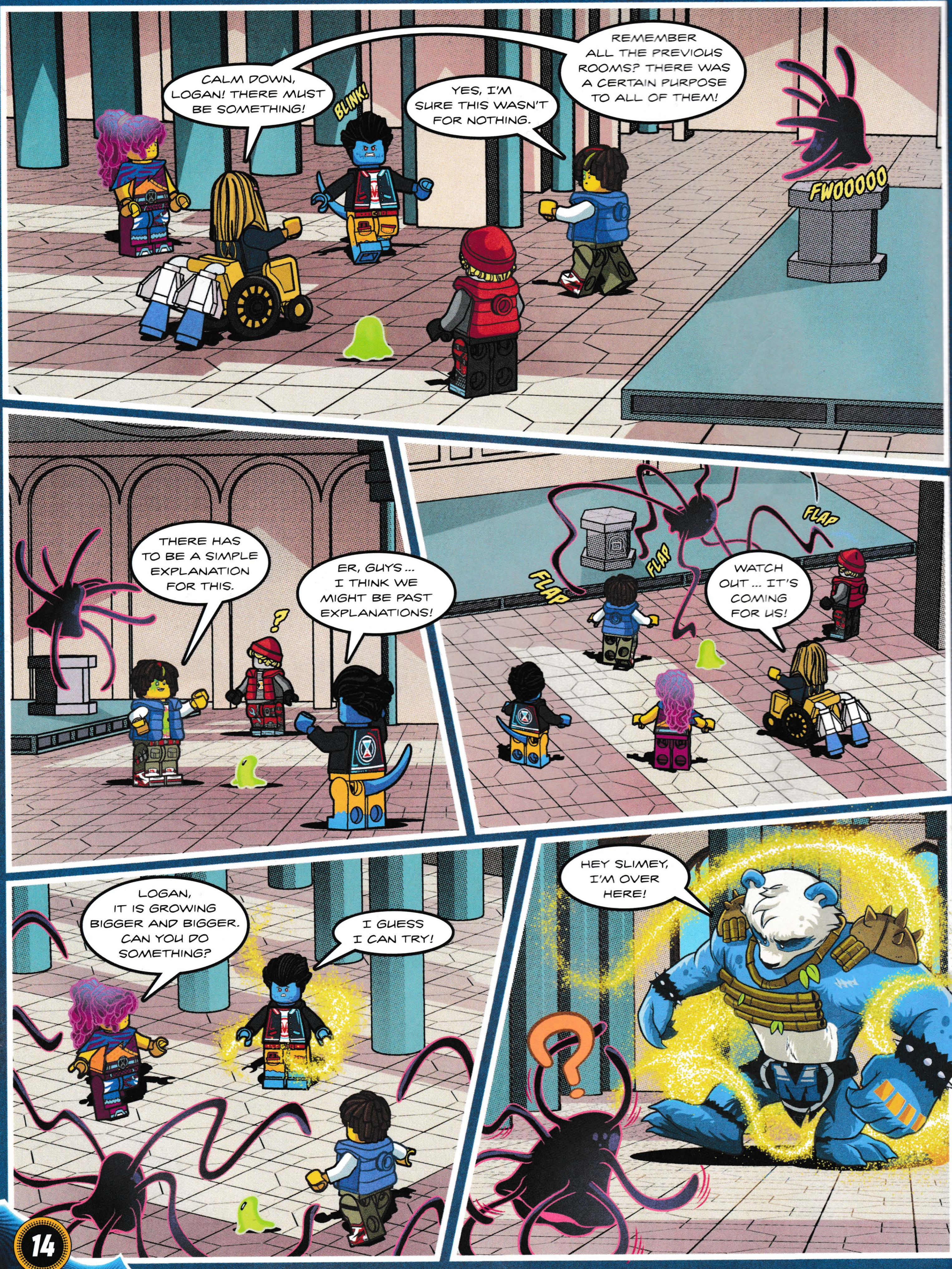
Find the answers on page 34.

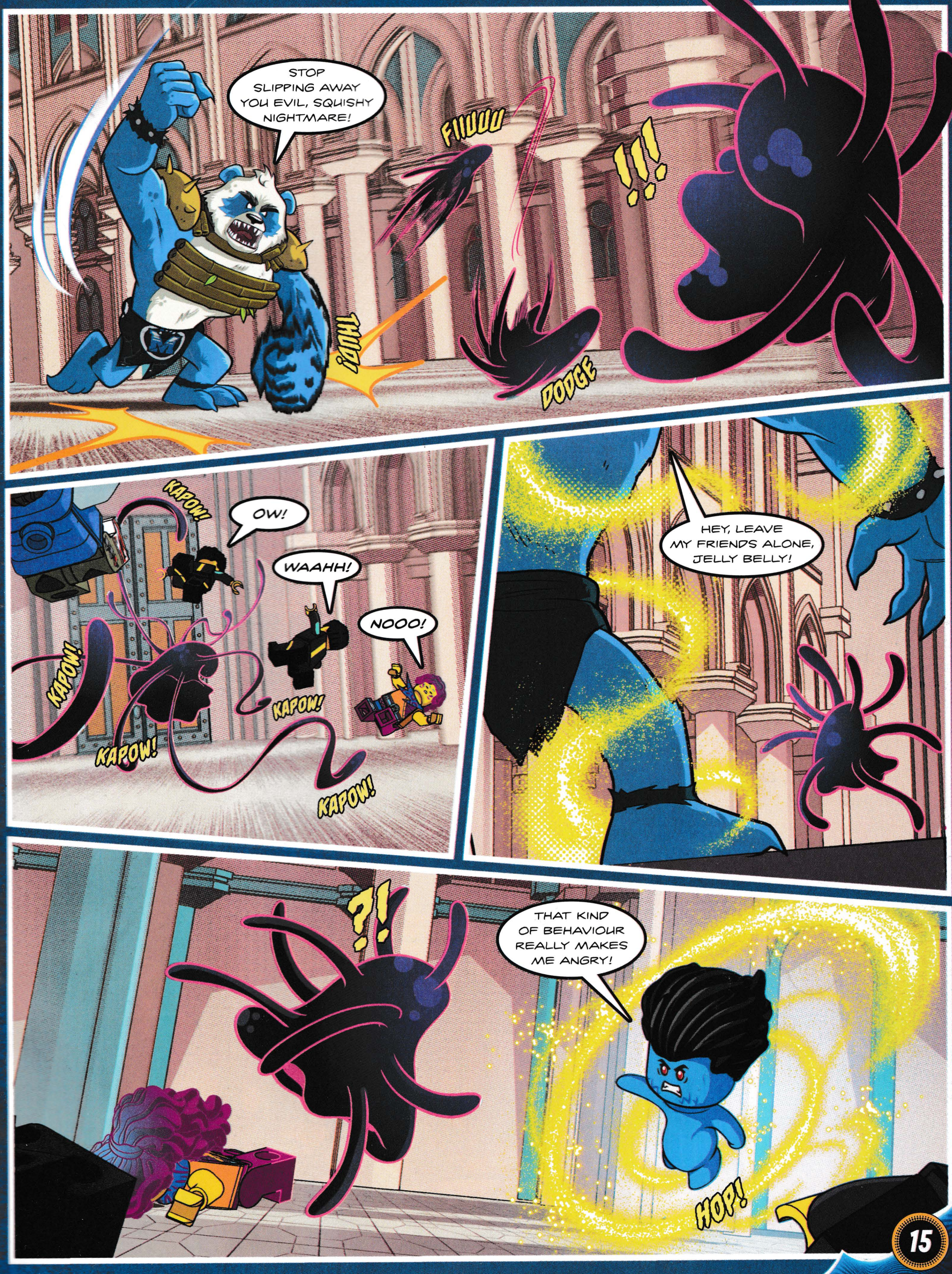

HOW ARE WE SUPPOSED TO GET ACROSS? THOSE JAWS WILL SWALLOW US WHOLE!
WHIP!
THAT FISH LOOKS KIND OF TIRED TO ME. AND WHAT'S THE ONE THING YOU ALWAYS DO BEFORE GOING TO BED?
SWISSHHH!
TOOTH BRUSHING, OF COURSE!
TOLD YOU! JUST BE CAREFUL, IT'S A LITTLE SLIPPERY!
EEEH! TOO LATE!
PATTER!
SCRUB!
SCRUB!
PATTER!
OUCH!
I WONDER IF THERE ARE ANY MORE TRAPS DOWN HERE.
THUD!
I GUESS THAT ANSWERS YOUR QUESTION!

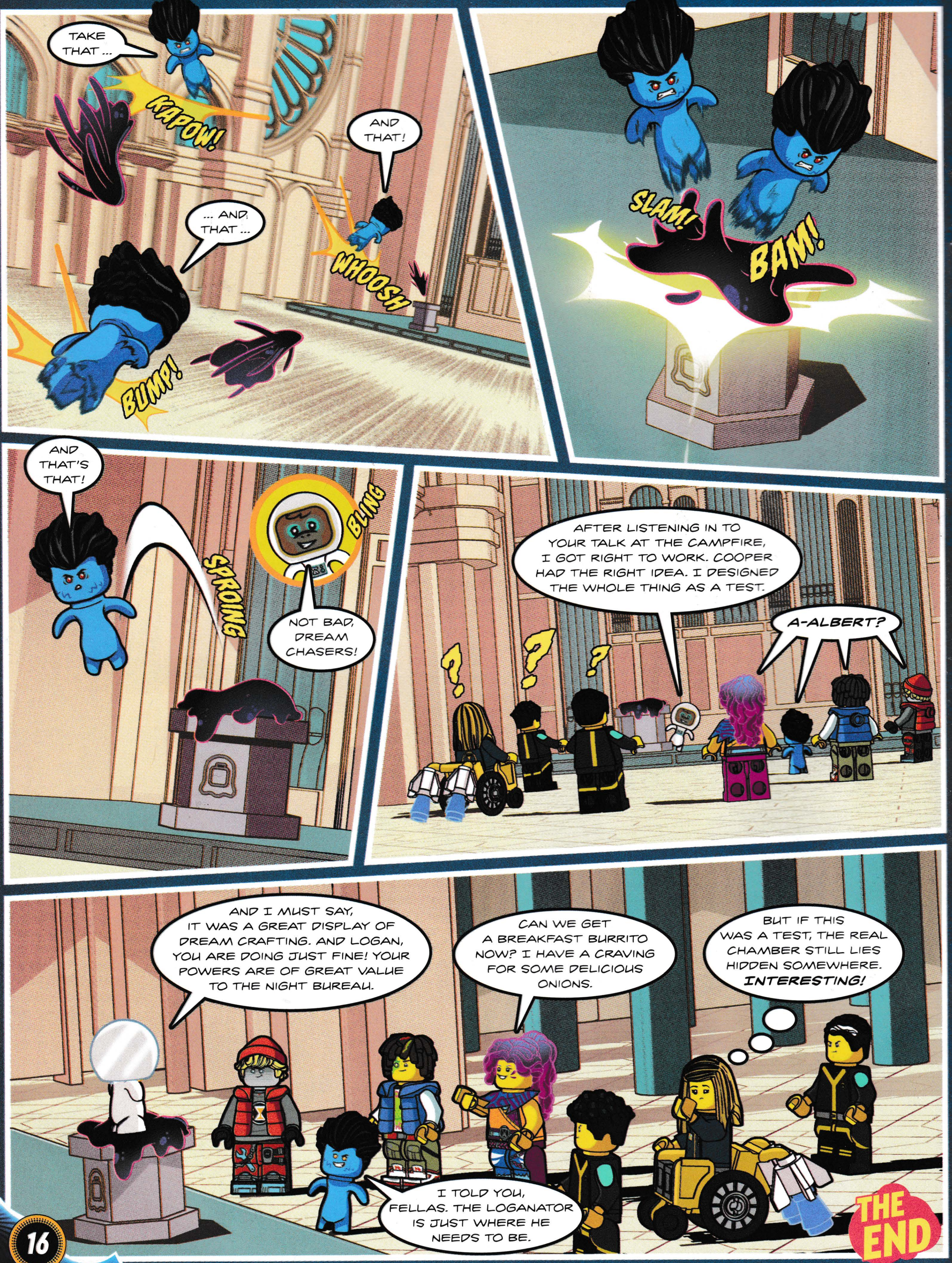

HUH?
?!
I HOPE THEY DON'T THROW THEIR FIREBALLS AT US!
FWOOSH!
C'MON, A BALL IS A BALL. WHAT THEY NEED ...
SWISSHH!
... IS SOMEBODY WHO CAN SHOW THEM HOW TO PLAY PROPERLY!
YOU KNOW, I'M STARTING TO THINK THESE AREN'T TRAPS MEANT TO STOP US, BUT TESTS TO SEE HOW CLEVER WE USE OUR HOURGLASSES.
HO HO HO HO!
TWEEET!
YOU MEAN THIS IS A KIND OF PROVING GROUND?


IF THIS IS ALL A PROVING GROUND ...
... WHAT DO WE HAVE TO PROVE NOW?!
CLANG!
WHOOSH!
BOSH!
NO PROBLEM AT ALL, GUYS ...
... HAVEN'T YOU EVER WATCHED MRS. CASTILLO IN HER FOOD TRUCK?
SWISSHHH!
SNIP!
SNAP!
IF YOU KNOW HOW TO COOK, YOU KNOW HOW TO HANDLE A KNIFE!


END OF THE LINE... SO DOES THIS DOOR LEAD TO THE SECRET CHAMBER?
MONSTERS
IF IT DOES, I WONDER WHAT THE ARTEFACT LOOKS LIKE.
HMM... THAT LOOKS PRETTY WEIRD. HOW CAN DREAM CRAFTING HELP US NOW?
IF YOU ASK ME, THAT THING LOOKS PRETTY CREEPY, WITH ALL ITS TENTACLES.
MONSTERS
YEAH, A LITTLE BIT LIKE Z-BLOB, BUT SOMEHOW MENACING, DON'T YOU THINK?
I'VE HAD IT, GUYS! THAT THING IS NOT GONNA HELP ME AT ALL!

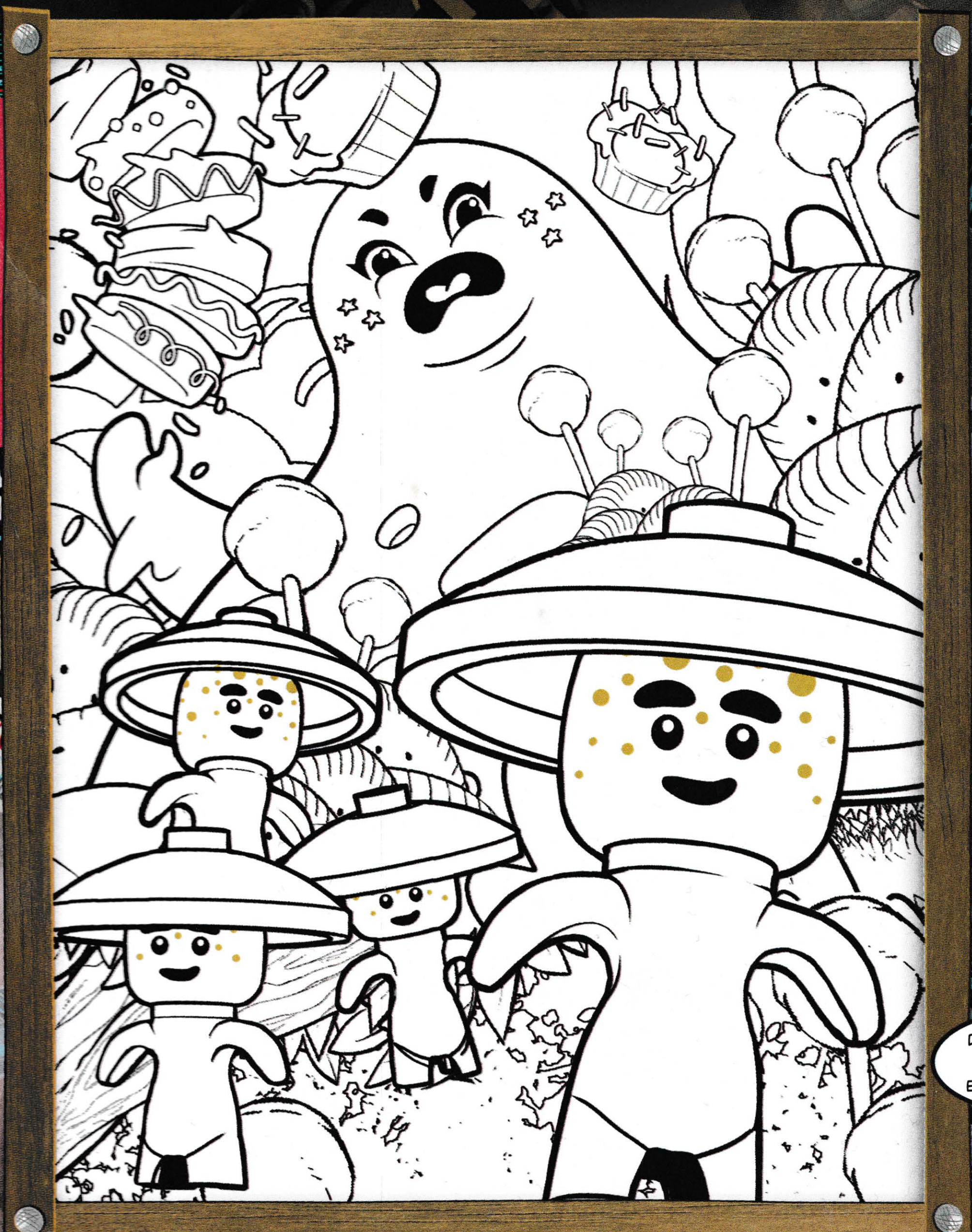

CALM DOWN, LOGAN! THERE MUST BE SOMETHING!
BLINK!
YES, I'M SURE THIS WASN'T FOR NOTHING.
REMEMBER ALL THE PREVIOUS ROOMS? THERE WAS A CERTAIN PURPOSE TO ALL OF THEM!
FWOOOOO
THERE HAS TO BE A SIMPLE EXPLANATION FOR THIS.
?
ER, GUYS ... I THINK WE MIGHT BE PAST EXPLANATIONS!
FLAP
FLAP
FLAP
WATCH OUT ... IT'S COMING FOR US!
LOGAN, IT IS GROWING BIGGER AND BIGGER. CAN YOU DO SOMETHING?
I GUESS I CAN TRY!
HEY SLIMEY, I'M OVER HERE!
?


STOP SLIPPING AWAY YOU EVIL, SQUISHY NIGHTMARE!
FIIUUU
!!!
THUD!
DODGE
KAPOW!
OW!
WAAHH!
NOOO!
KAPOW!
KAPOW!
KAPOW!
KAPOW!
HEY, LEAVE MY FRIENDS ALONE, JELLY BELLY!
?!
THAT KIND OF BEHAVIOUR REALLY MAKES ME ANGRY!
HOP!


TAKE THAT ...
KAPOW!
AND THAT!
... AND THAT ...
WHOOSH
BUMP!
SLAM!
BAM!
AND THAT'S THAT!
SPROING
BLING
NOT BAD, DREAM CHASERS!
AFTER LISTENING IN TO YOUR TALK AT THE CAMPFIRE, I GOT RIGHT TO WORK. COOPER HAD THE RIGHT IDEA. I DESIGNED THE WHOLE THING AS A TEST.
?
?
?
A-ALBERT?
AND I MUST SAY, IT WAS A GREAT DISPLAY OF DREAM CRAFTING. AND LOGAN, YOU ARE DOING JUST FINE! YOUR POWERS ARE OF GREAT VALUE TO THE NIGHT BUREAU.
CAN WE GET A BREAKFAST BURRITO NOW? I HAVE A CRAVING FOR SOME DELICIOUS ONIONS.
BUT IF THIS WAS A TEST, THE REAL CHAMBER STILL LIES HIDDEN SOMEWHERE. INTERESTING!
I TOLD YOU, FELLAS. THE LOGANATOR IS JUST WHERE HE NEEDS TO BE.
THE END

Secret Gallery

The dream chasers have come upon a **strange gallery** inside a mysterious room in the cellar of Castle Nocturnia. Here's your chance to be **creative** and solve a **puzzle**.



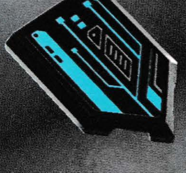
BRIGHTER DAYS

This picture from a past adventure has **lost all its colour**. Grab your **pens** and give the picture **a fresh new look**.

DREAMLINGS ARE LIGHT BLUE, RIGHT?

TERRIBLE TILES

Clear up the chaos, **count** the tiles outside this box and enter the **totals for each tile** below:



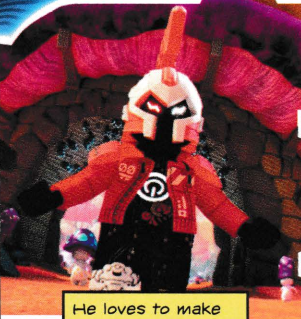
Find the answers on page 34.

BONUS: Create your own cyber face

Absolute

STRONG AND OBEDIENT

Zero is an **evil adversary** and, together with 'One,' a serious threat to the dream world. They are both **loyal** to **Dream Smasher,** who is following the orders of the **Happy App**.

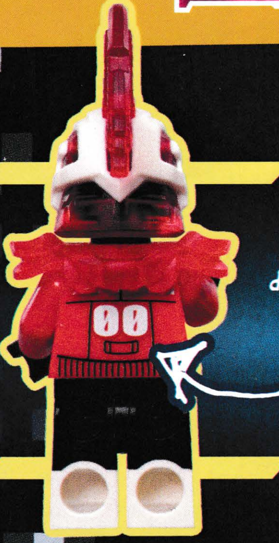


He loves to make grand entrances...

... and can fly as fast as a jet.

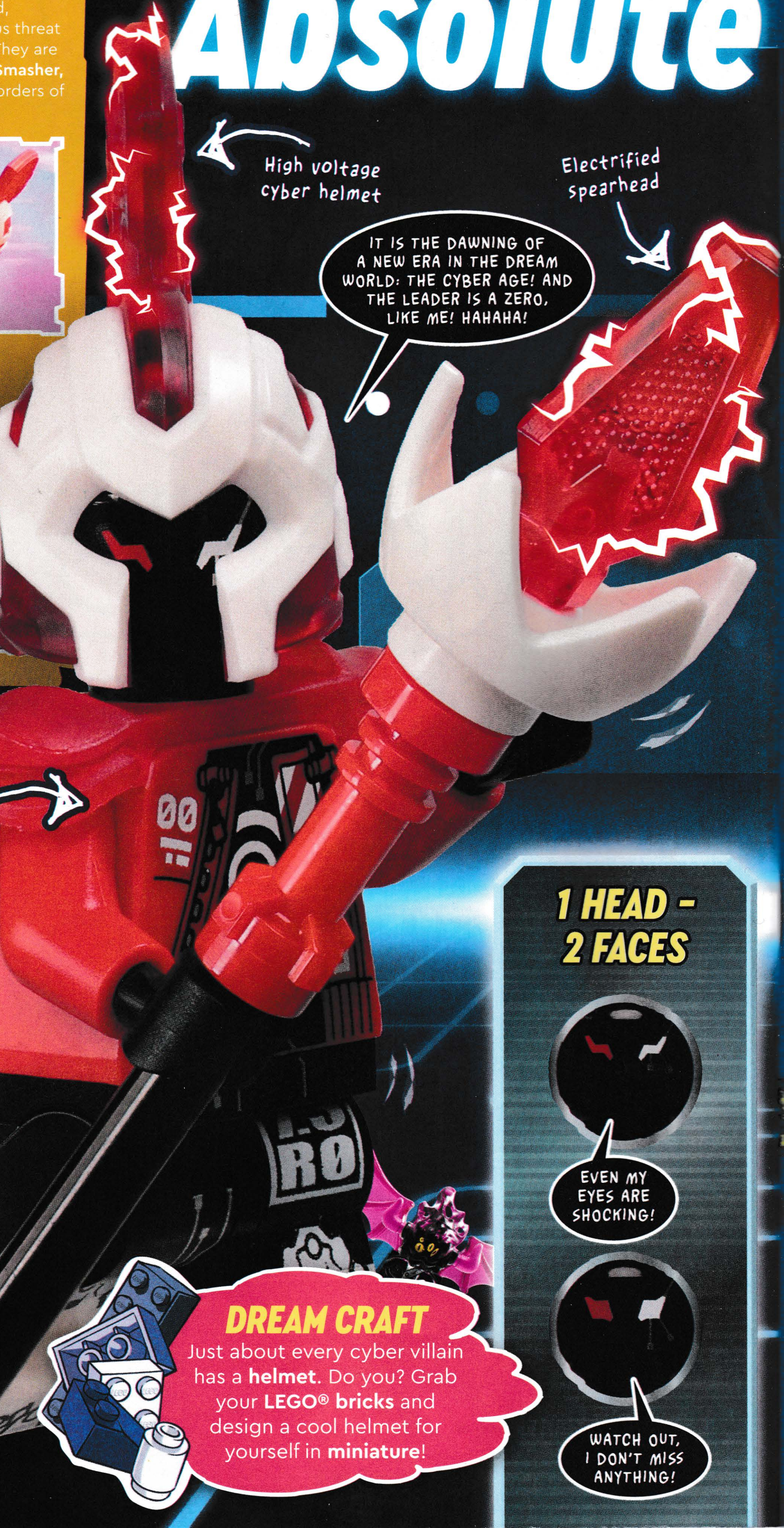
Zero and One get their orders.

Also on Team Evil: Cyberlings and meanie screenies.



The double zero is the villain's trademark

Photos: Stefan Heilemann

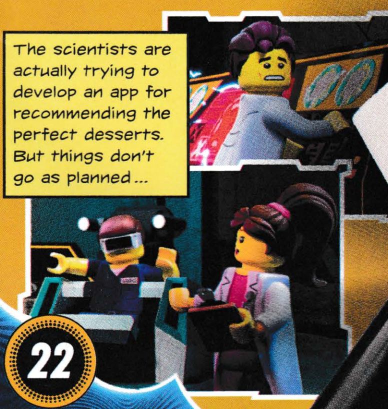


High voltage cyber helmet
Electrified spearhead
IT IS THE DAWNING OF A NEW ERA IN THE DREAM WORLD: THE CYBER AGE! AND THE LEADER IS A ZERO, LIKE ME! HAHAHA!
00
EVEN MY EYES ARE SHOCKING!
WATCH OUT, I DON'T MISS ANYTHING!

1 HEAD - 2 FACES

RESEARCH GONE WRONG

Zero's story begins in the **lab** ... with an **accident**. Just like the story of two other baddies.



The scientists are actually trying to develop an app for recommending the perfect desserts. But things don't go as planned ...

DREAM CRAFT

Just about every cyber villain has a **helmet**. Do you? Grab your **LEGO® bricks** and design a cool helmet for yourself in **miniature**!

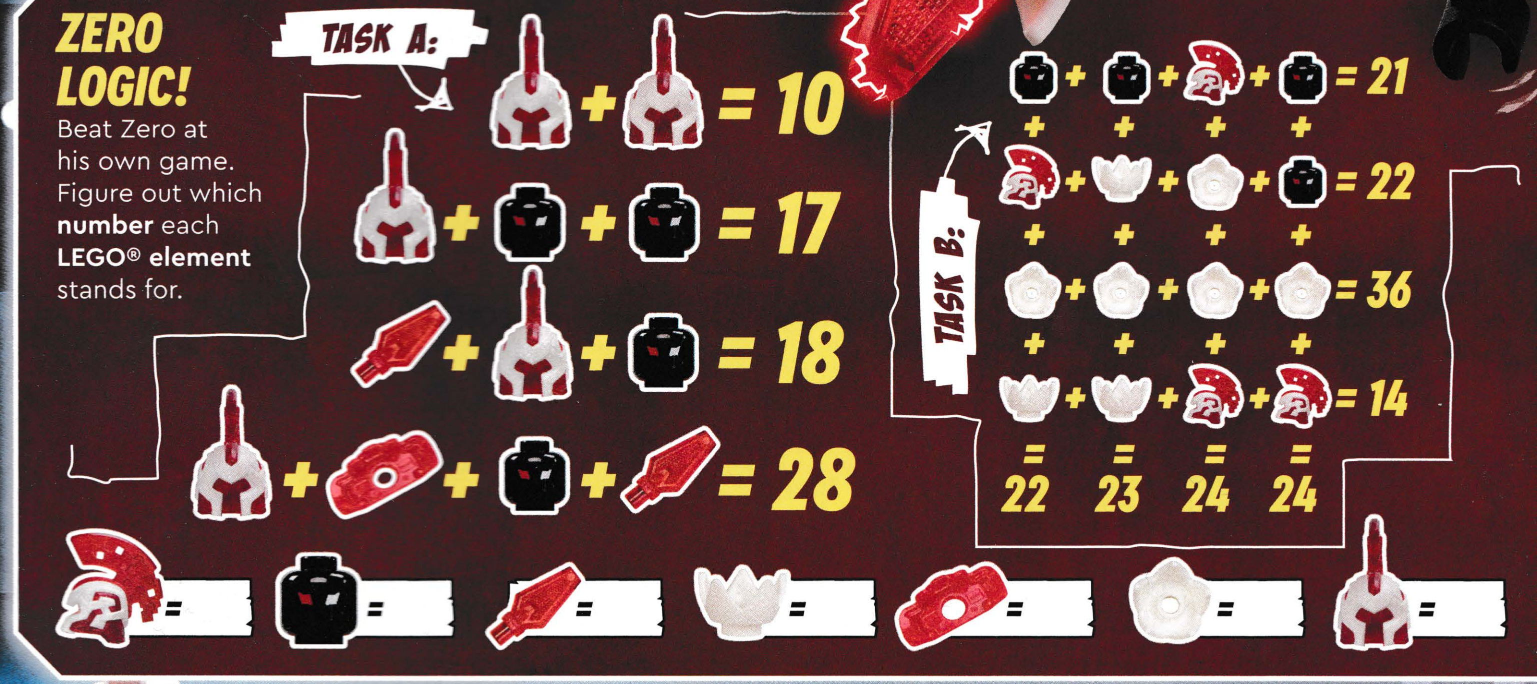
ZƎRO!

FOR COMPUTERS ONLY!

There's a new and **nasty cyber henchman** on the dream world scene: **ZERO**. Find out what makes him tick and solve all the **puzzles** to defeat him.

ZERO LOGIC!

Beat Zero at his own game. Figure out which **number** each **LEGO® element** stands for.

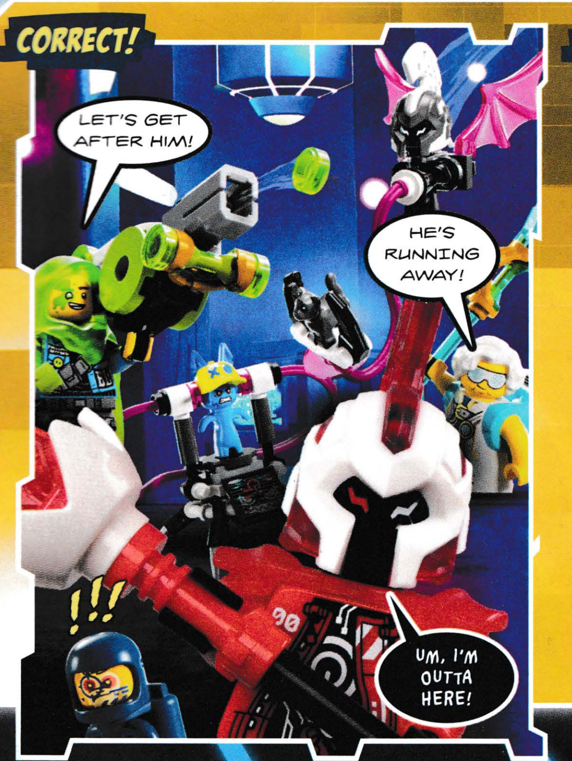

TASK A:
+ = 10
+ + = 17
+ + = 18
+ + + = 28
TASK B:
+ + + = 21
+ + + = 22
+ + + = 36
+ + + = 14
= 22
= 23
= 24
= 24
=
=
=
=
=
=
=

EVERYONE IS AFRAID OF ME!

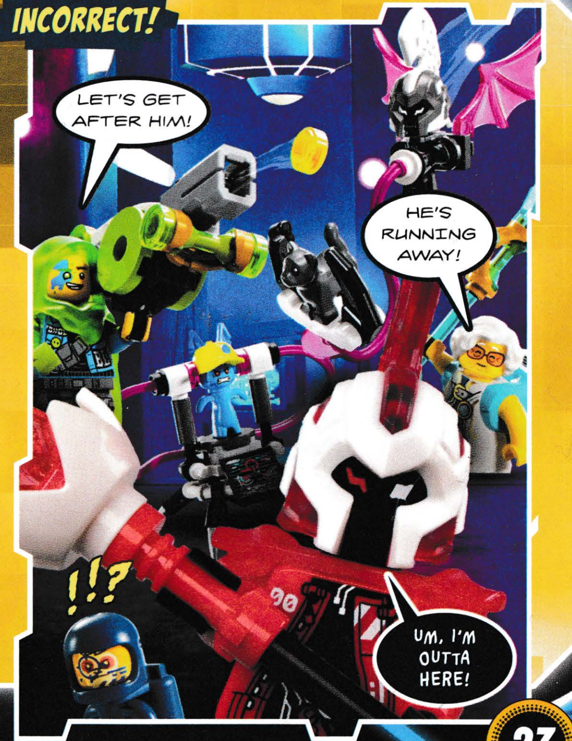
IMPERFECT TEN

Zero is **on the run**, leaving a trail of chaos behind him. Find **10 errors** in the picture on the right.

CORRECT!


LET'S GET AFTER HIM!
HE'S RUNNING AWAY!
!!!
UM, I'M OUTTA HERE!

INCORRECT!


LET'S GET AFTER HIM!
HE'S RUNNING AWAY!
!!?
UM, I'M OUTTA HERE!

Find the answers on page 34.

IN MY COOL 8-CYLINDER HOT ROD, I'M UNBEATABLE!
I CAN ALWAYS COUNT ON MY SWEET BUNCHU BOARD!

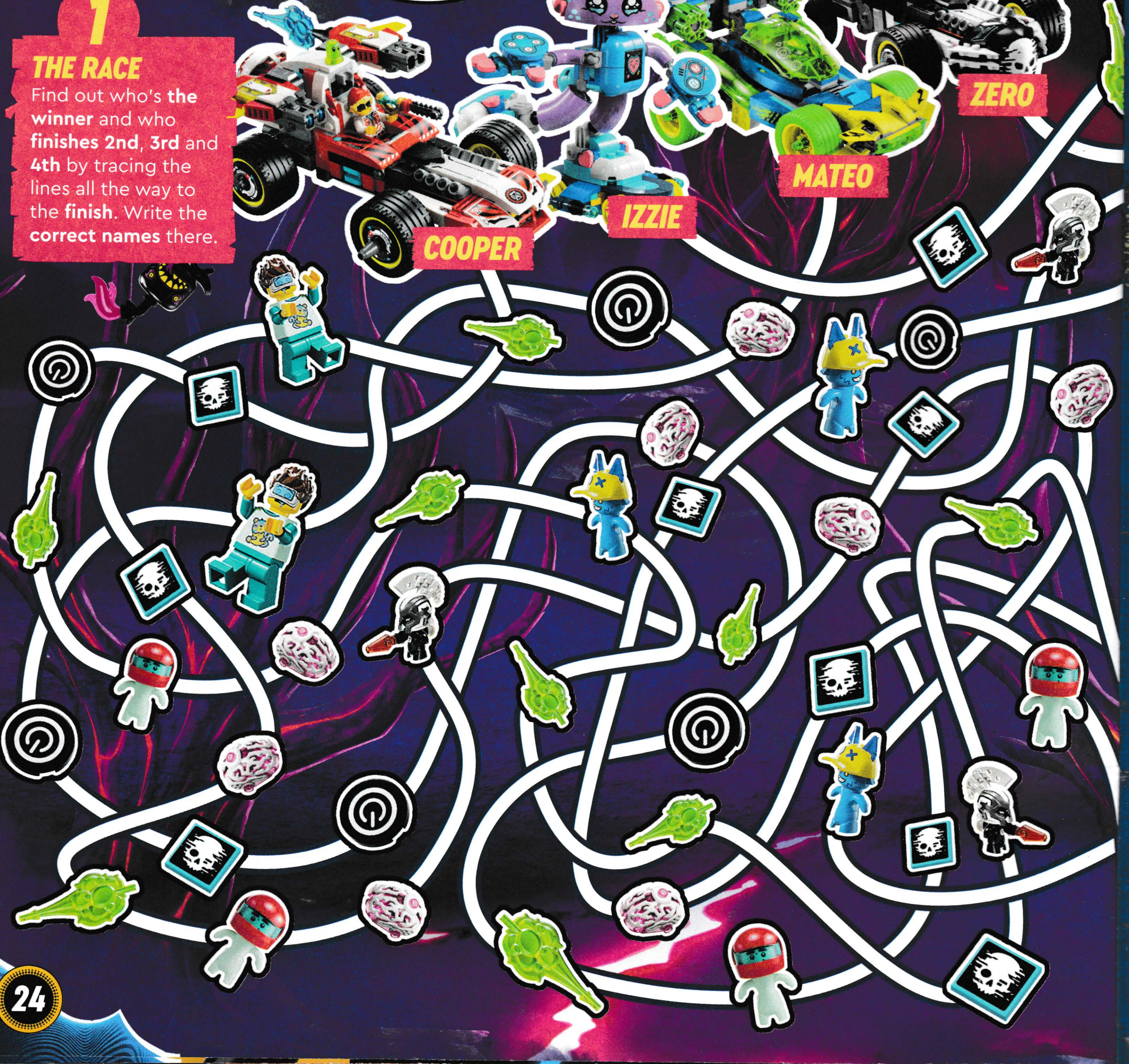
RECORD

Cooper, **Izzie**, **Mateo** and **Zero** are ready for the dream world's **toughest race** through the Grim Realm. Find out who **wins**, which **records** are broken and which **fans** are waiting alongside the race course.

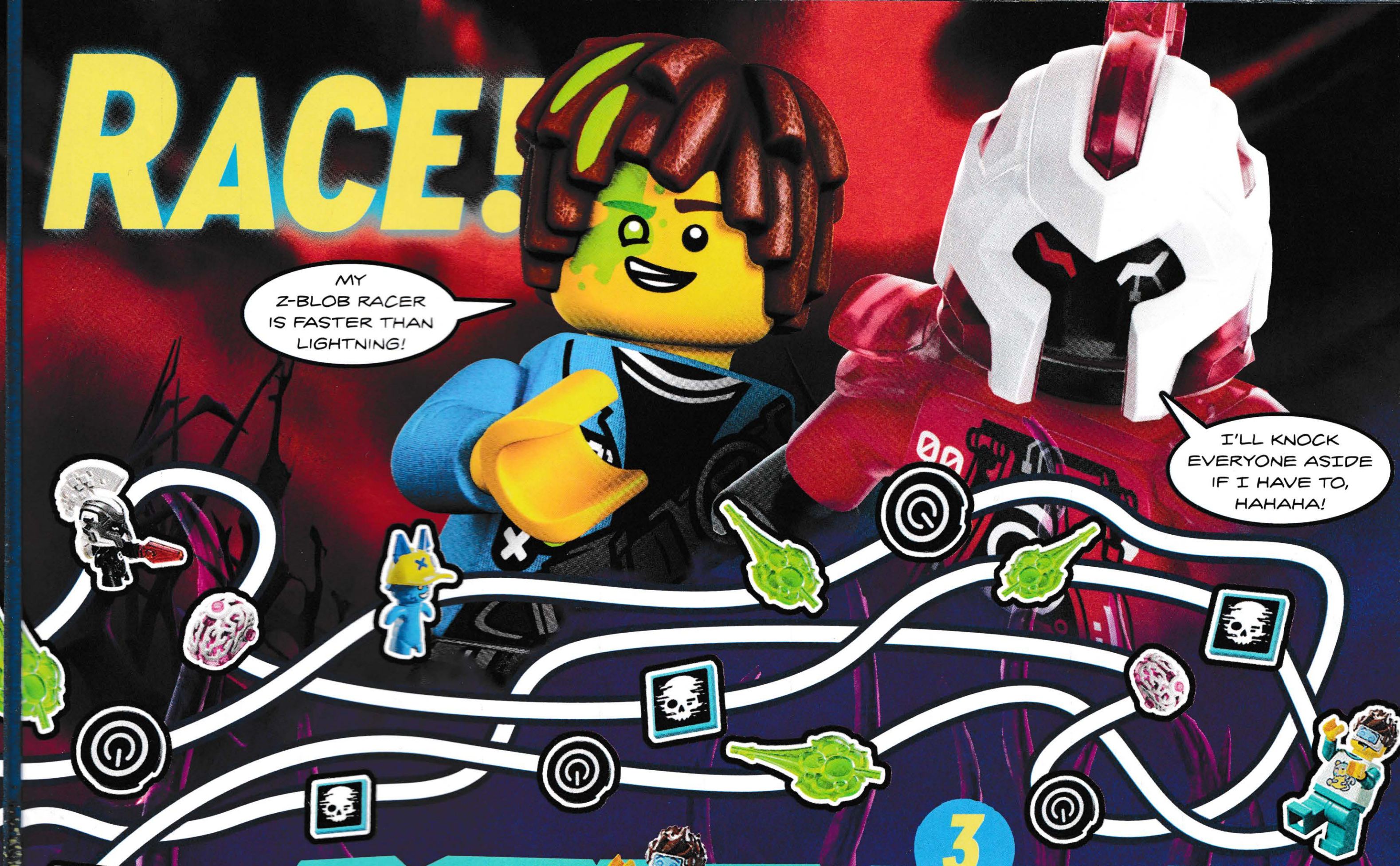
1

THE RACE

Find out who's **the winner** and who **finishes 2nd**, **3rd** and **4th** by tracing the lines all the way to the **finish**. Write the **correct names** there.


COOPER
IZZIE
MATEO
ZERO

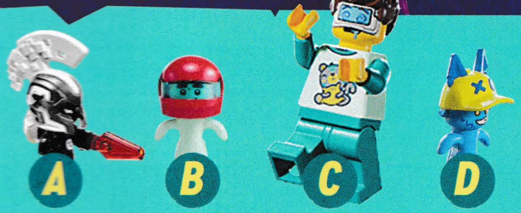
RACE!


MY Z-BLOB RACER IS FASTER THAN LIGHTNING!
I'LL KNOCK EVERYONE ASIDE IF I HAVE TO, HAHAHA!

2

SPECTATORS

These **four fans** are found on each race course at **different points** in the race. In the spaces on the right, put the fans' letters in the **order** you find them along the courses of Cooper, Izzie, Mateo and Zero.



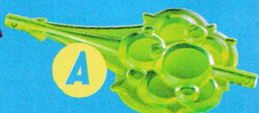
Correct order:

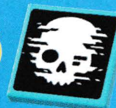
Cooper				
Izzie				
Mateo				
Zero				

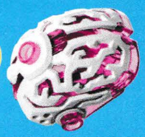
3

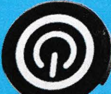
PICKING UP RECORDS

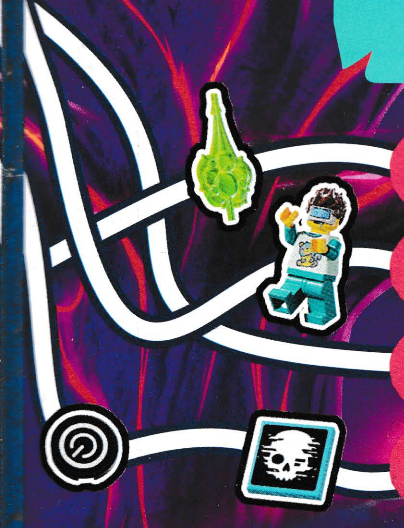
This race is not only about who is fastest. Write down the names of the racers who **picked up** the most of **each object** shown below on the way to the finish.

A 

B 

C 

D 



FINISH

1.

2.

3.

4.

BONUS ROUND!
On whose course do you find the most total objects?

Find the answers on page 34.

BOSS MASTER!

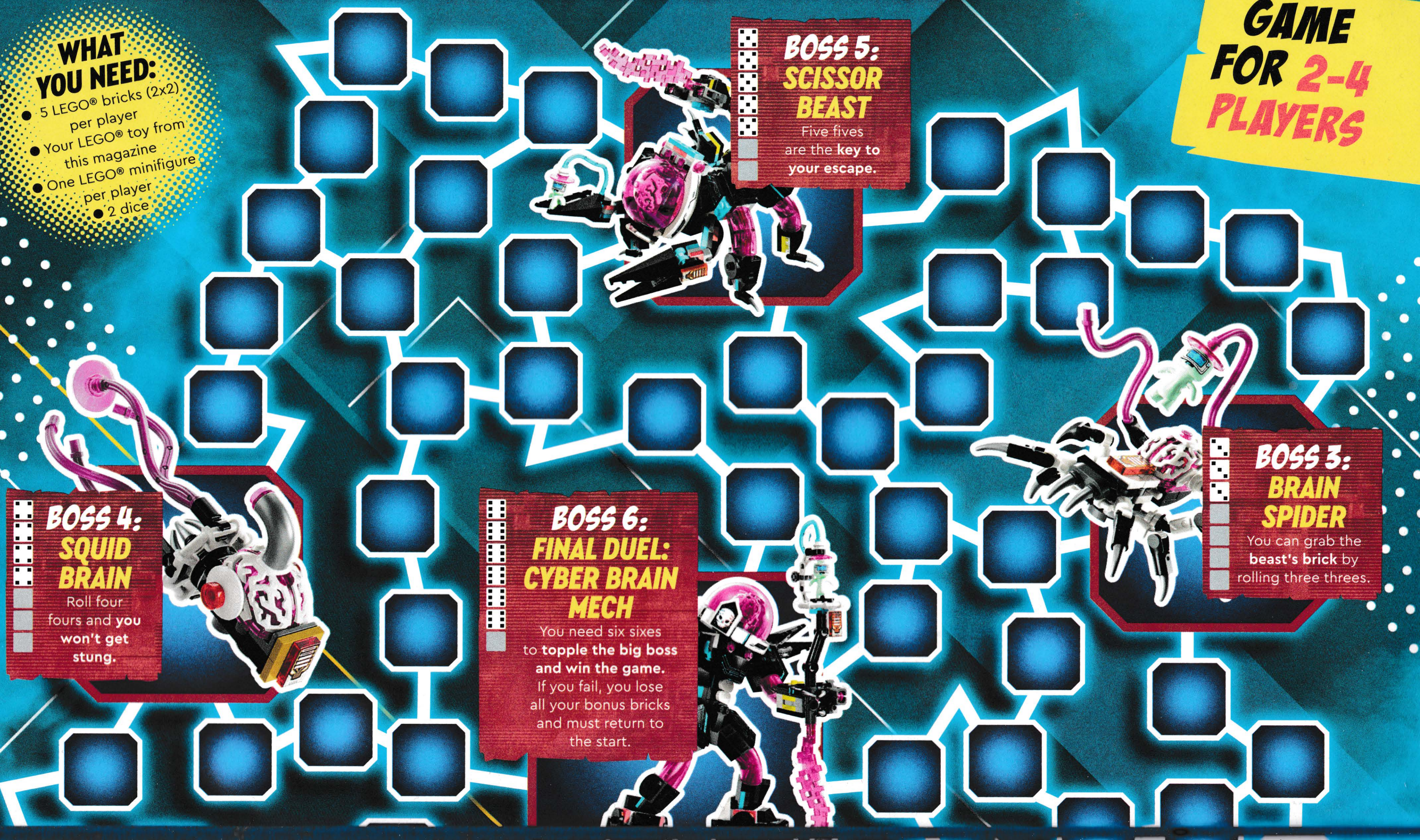
TURN THE PAGE!

Seven competing bosses have gathered to show off their **power**. The object of this game is to be the first one to defeat the despicable **Cyber Brain Mech** and thus become the master of all the bosses. And don't forget: The only way to win is by developing your **dream crafting skills**!

GAME FOR 2-4 PLAYERS

WHAT YOU NEED:

- 5 LEGO® bricks (2x2) per player
- Your LEGO® toy from this magazine
- One LEGO® minifigure per player
- 2 dice



BOSS 5: SCISSOR BEAST

Five fives are the **key to your escape.**

BOSS 3: BRAIN SPIDER

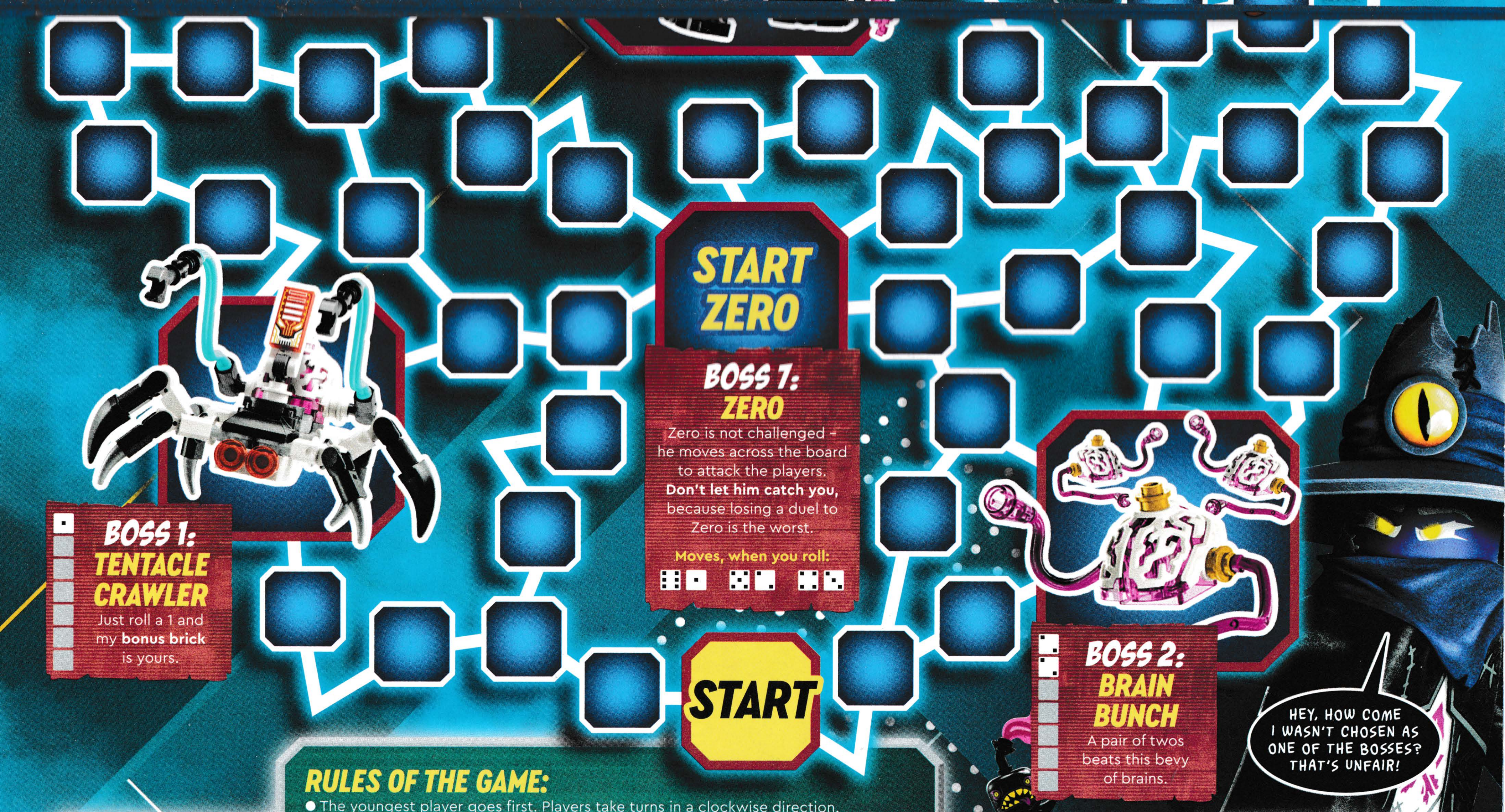
You can grab the **beast's brick** by rolling three threes.

BOSS 4: SQUID BRAIN

Roll four fours and **you won't get stung.**

BOSS 6: FINAL DUEL: CYBER BRAIN MECH

You need six sixes to **topple the big boss and win the game.** If you fail, you lose all your bonus bricks and must return to the start.


START ZERO
START
HEY, HOW COME I WASN'T CHOSEN AS ONE OF THE BOSSES? THAT'S UNFAIR!

BOSS 1: TENTACLE CRAWLER

⚀

Just roll a 1 and my **bonus brick** is yours.

BOSS 7: ZERO

Zero is not challenged – he moves across the board to attack the players. **Don't let him catch you,** because losing a duel to Zero is the worst.

Moves, when you roll:

⚅⚀ ⚄⚁ ⚃⚂

BOSS 2: BRAIN BUNCH

⚁⚁

A pair of twos beats this bevy of brains.

PREPARATION:

- Place **Zero** on his start space
- Place the **playing figures** on the start
- Each boss gets one **LEGO® brick per player (e.g. 3 players = 3 bricks)**

RULES OF THE GAME:

- The youngest player goes first. Players take turns in a clockwise direction.
- Players roll the two dice and add the total together.
- If a **7 is rolled**, **Zero** can move up to **7 spaces on the board**, but not onto a boss space or the starting space. Zero is allowed to move onto a space where a playing figure is standing. (see '**Duel with Zero**')
- For all other numbers rolled, a player moves the figure the corresponding number of spaces on the board.
- When a player lands on a **boss space**, it is time for a duel. The player may roll up to seven times to get the total he/she needs to beat the boss. That number is shown at each boss space.
- If the player wins the duel, that player takes one of the **LEGO® bricks** from the boss. The brick now becomes a bonus brick.
- If a player loses a duel, however, he or she must return to the start.
- Any boss can be challenged at any time. But a player may only defeat each boss once.
- The first player to beat **Boss 6** in a duel is the winner. Boss 6 can also be challenged at any time, but is nearly impossible to beat without bonus bricks.

BONUS BRICKS

Players can use their bonus bricks in boss duels. **After rolling the dice, giving up a bonus brick** allows them to turn one of the dice onto the opposite side in order to increase their point total.

DUEL WITH ZERO

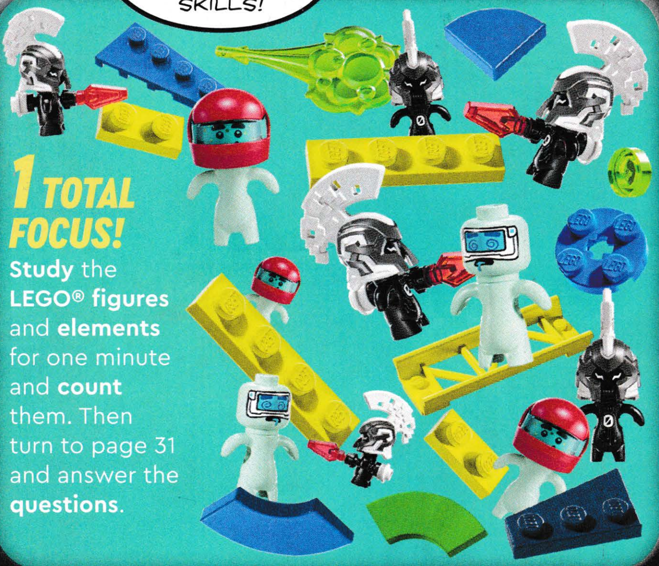
Any time Zero and a playing figure come together, **a duel takes place.** The player who has been attacked by Zero rolls the dice. If the player rolls a total higher than **7**, he/she wins the duel and can move the number of spaces shown on the dice. Rolling a **7 or lower** means Zero wins. The player **loses all his/her bonus bricks** and must return to start.

TRAINING FOR DREAM CHASERS

PART 1 OF 2

Inspiration, **creativity** and **focus** are the foundation of **dream crafting**! The Night Bureau has created a series of **special training tasks** designed to test dream chasers' skills. On this page, your job is to **concentrate**, to **look at everything closely** and to read how to **complete the tasks**.

COOL! THIS WILL HELP YOU BOOST YOUR SKILLS!

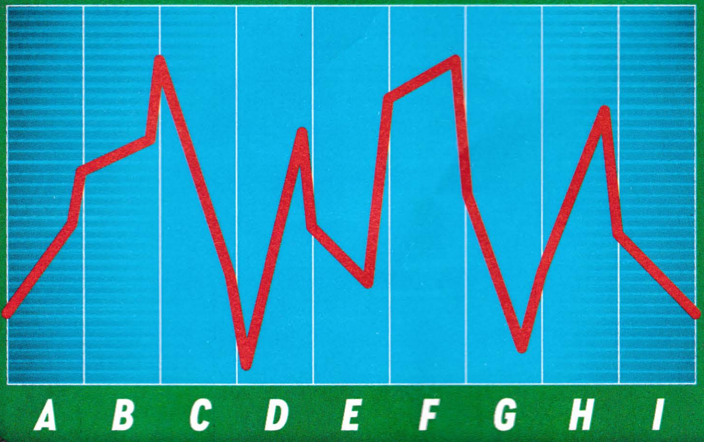


1 TOTAL FOCUS!

Study the **LEGO® figures** and **elements** for one minute and **count** them. Then turn to page 31 and answer the **questions**.

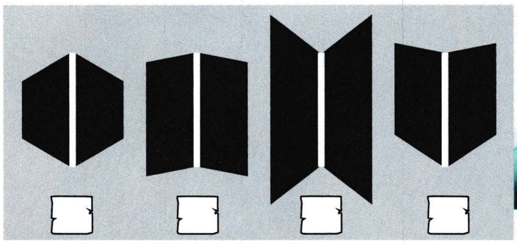
2 CHECK THE DATA

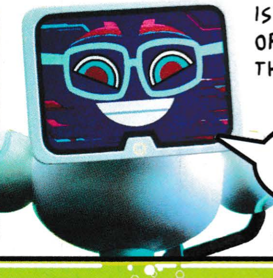
The observatory's **computer** has generated some very **important data**. Memorise the **ups and downs** of the **line** below, then turn to page 31.



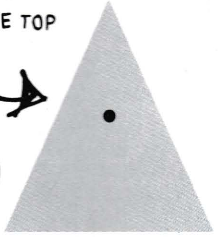
THE MACHINES' ILLUSIONS

PUT THE WHITE LINES IN ORDER FROM LONGEST TO SHORTEST. (1 TO 4.)




ONLY A ROBOT IS SMART ENOUGH TO SOLVE THIS RIDDLE.

IS THE DOT CLOSER TO THE TOP OR THE BOTTOM OF THE TRIANGLE?

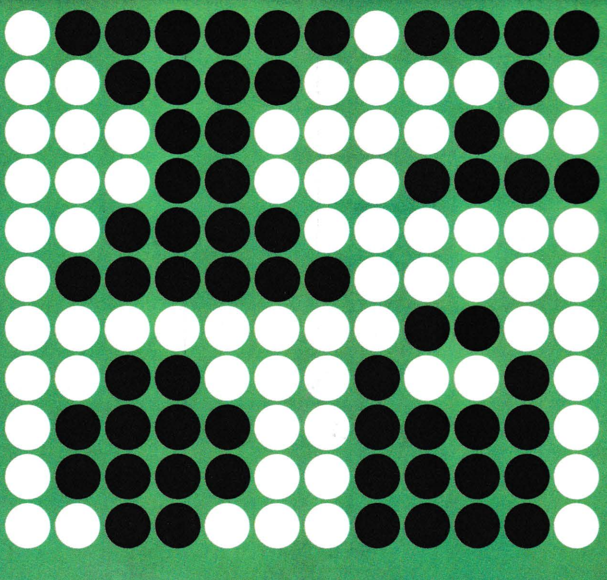


Find out if your answers are right on page 31.

!!!
C'MON, DREAM CHASERS. WE GOT THIS!

3 MATRIX MEMORY

Study and memorise the **shapes** and their **position** in the **matrix** for at least **two minutes**. When you're ready, turn to page 31.



○●●●●●●○●●●●
○○●●●●○○○○●○
○○○●●○○○○●○○
○○○●●○○○●●●●
○○●●●●○○○○○○
○●●●●●●○○○○○
○○○○○○○○●●○○
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○●●●●○○●●●●○
○○●●○○○●●●●○

PART 2 IS ON PAGE 31

PSSSST!
DON'T TELL ANYONE!

FILE NO.10

SECRETS FROM THE NIGHT BUREAU!

LEARN INSIDE INFORMATION FROM THE NIGHT BUREAU FILES FROM TEACHER AND DREAM CHASER MR. OZ.

ATTENTION DREAM CHASERS. MEET YOUR NEWEST ENEMY!

▶ FACES OF EVIL!

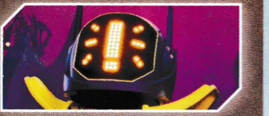
Dreamsmasher hides his nasty looking **skull face** behind these **cyber disguises**:

▶ DANGEROUS

▶ INNOCENT

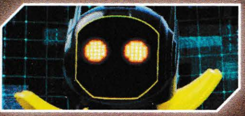
▶ CONFUSED

▶ SORRY



▶ ALARMED

▶ SUSPICIOUS



▶ SURPRISED

HERE COMES THE NEW SUPERSTAR!

▶ A NEW POWER!

He may present himself as the dream world's **newest super hero**, but actually he has **evil** up his sleeve: **Dreamsmasher**. Only later do the dream chasers realise he is a longtime adversary of theirs. They also discover that he serves an **ultra evil force** that is trying to change the dream world forever.

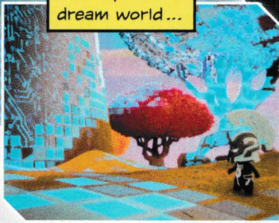
His cyber energy beam is amazingly powerful.

SUPER STRONG AND SUPER BAD!

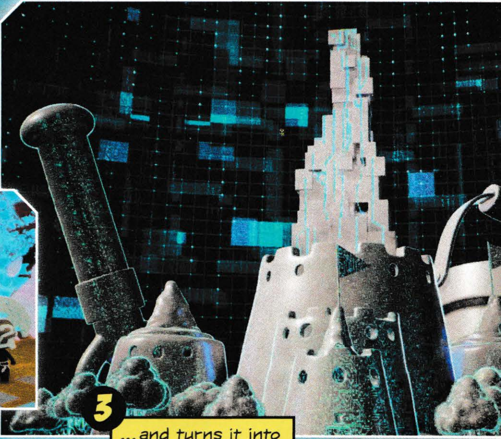
▶ DEVILISH PLAN!

A dream world **without colour** or **imagination**? The **dream chasers** must prevent this from happening. Otherwise every dream realm will look exactly the same.

1 The dream forge really looks like this…



2 …but the cyber energy destroys the dream world…



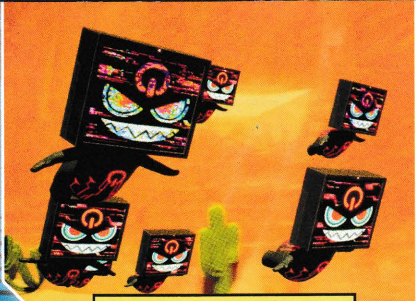
3 …and turns it into a digital wasteland!

SCAN TO WATCH DREAMZzz™ SERIES ONLINE

MEANIE SCREENIES!

ATTACK OF THE BLOCKHEADS!

These **small but nasty creatures** are minions to the same **cyber force** that controls Dreamsmasher. They're really hard to get rid of. They can **fly**, shoot **energy beams** and create **holograms** that look **extremely real**.



They fly and hunt in groups.

They rely on energy from the server!

When they get angry, they start firing away!

They can project images in the sky!

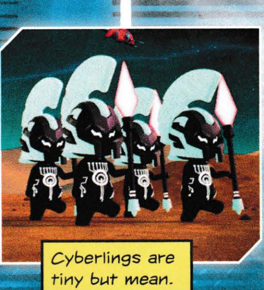
Beware: The heart is only a disguise!

TWIN TROUBLEMAKERS!

ZERO, ONE AND THE CYBERLINGS

A new pair of **mischief makers** have appeared on the scene: **Zero** and **One**. They are allies of Dreamsmasher and fighting for his cause in the **waking world**, too. They can also count on the help of the **Cyberlings**, an insidious **version of the Dreamlings**.

Zero can fly and fight.



Cyberlings are tiny but mean.

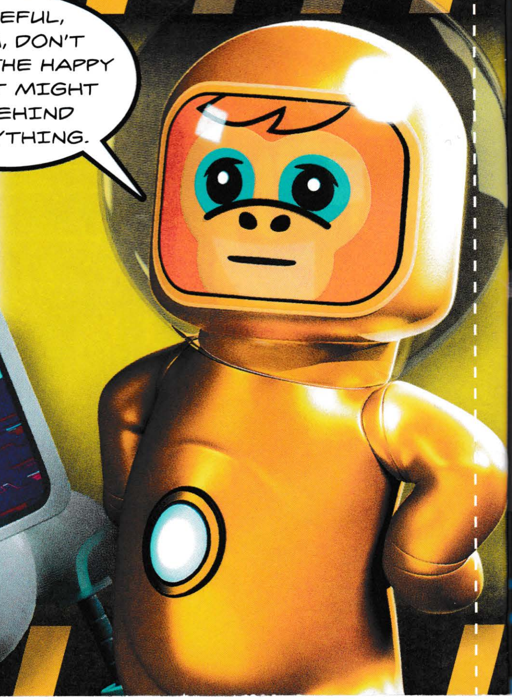
One's hair is a real blast.

LEGO, the LEGO logo, the Minifigure, the Brick and Knob configurations and DREAMZzz are trademarks of the LEGO Group. ©2025 The LEGO Group.

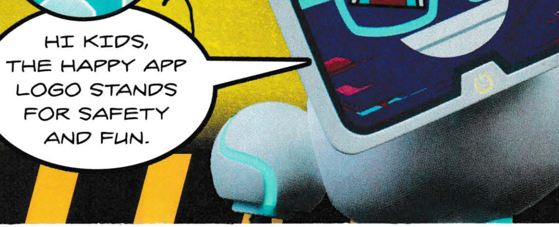
ROBOTS ON THE MARCH

A new company based in Brooklyn has created an army of robots to replace people and jobs. Even Cooper depends on the support of his rolling red robot **Weelie 5000** for new ideas.

When Cooper needs inspiration for his dream crafting, Weelie 5000 helps.



CAREFUL, TEAM, DON'T TRUST THE HAPPY APP. IT MIGHT BE BEHIND EVERYTHING.



HI KIDS, THE HAPPY APP LOGO STANDS FOR SAFETY AND FUN.

TRAINING FOR DREAM CHASERS

PART 2 OF 2

GIVE IT ALL YOU'VE GOT AND BECOME A PRO!

Before you can get started on this page you have to **read the instructions** on page 28. Have you done that? OK! Now you can put your **dream chasing skills** to the test. Complete the **tasks** according to the instructions.

1 TOTAL FOCUS!

Did you look at task 1 on page 28? Answer the **questions** about the picture without peaking at it, then compare to see if your answers are right.

1. How many Cyberlings with spears are in the picture?

2. How many yellow objects are there?

3. How many green objects are there?

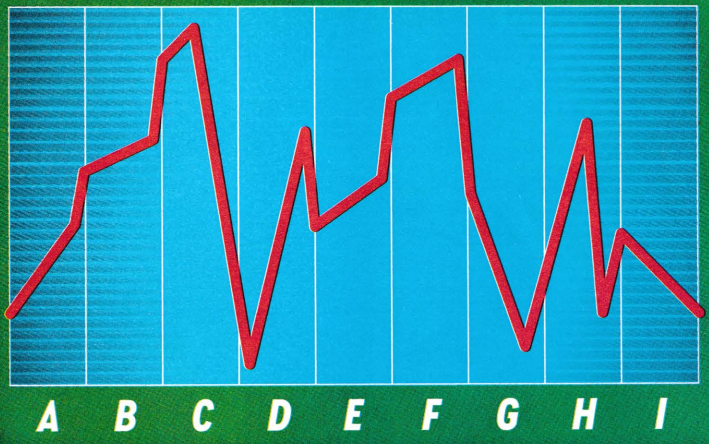
4. How many Dreamlings are wearing a helmet?

5. Are there more Cyberlings or Dreamlings in the picture?

6. How many blue objects are there?

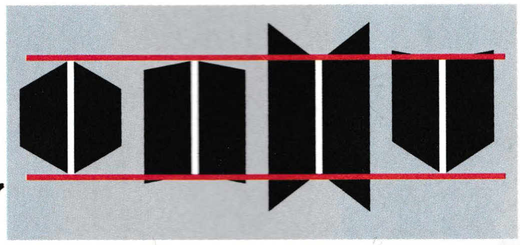
2 CHECK THE DATA

Did you study the **zigzag** on page 28? Mark the **three sections** of the **line below** that are **different from the original**. Then compare to page 28.

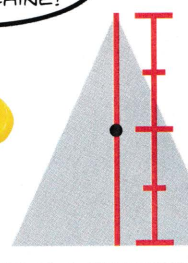


ILLUSIONS REVEALED!

AMAZING: THE LINES ARE ALL THE SAME LENGTH. LOOK!



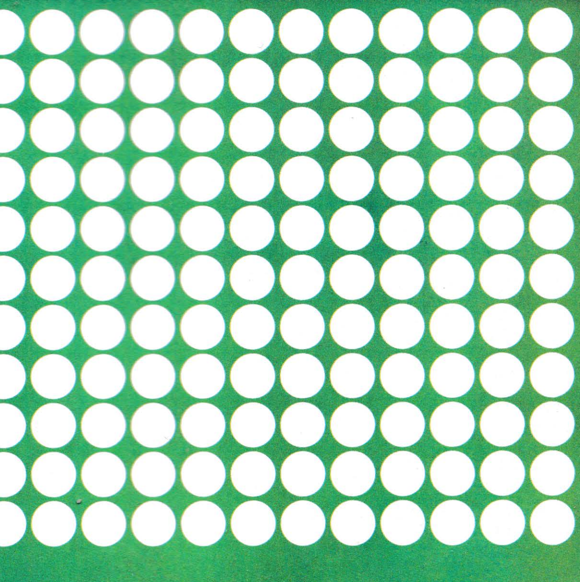
HAHA, WE'RE SMARTER THAN ANY MACHINE!



HARD TO BELIEVE: THE DISTANCES ARE THE SAME. YOU CAN CHECK!

3 MATRIX MEMORY

Copy the **shapes** from page 28, but don't peek! Be sure to put them in the right **position**. When you're done, compare it to page 28.



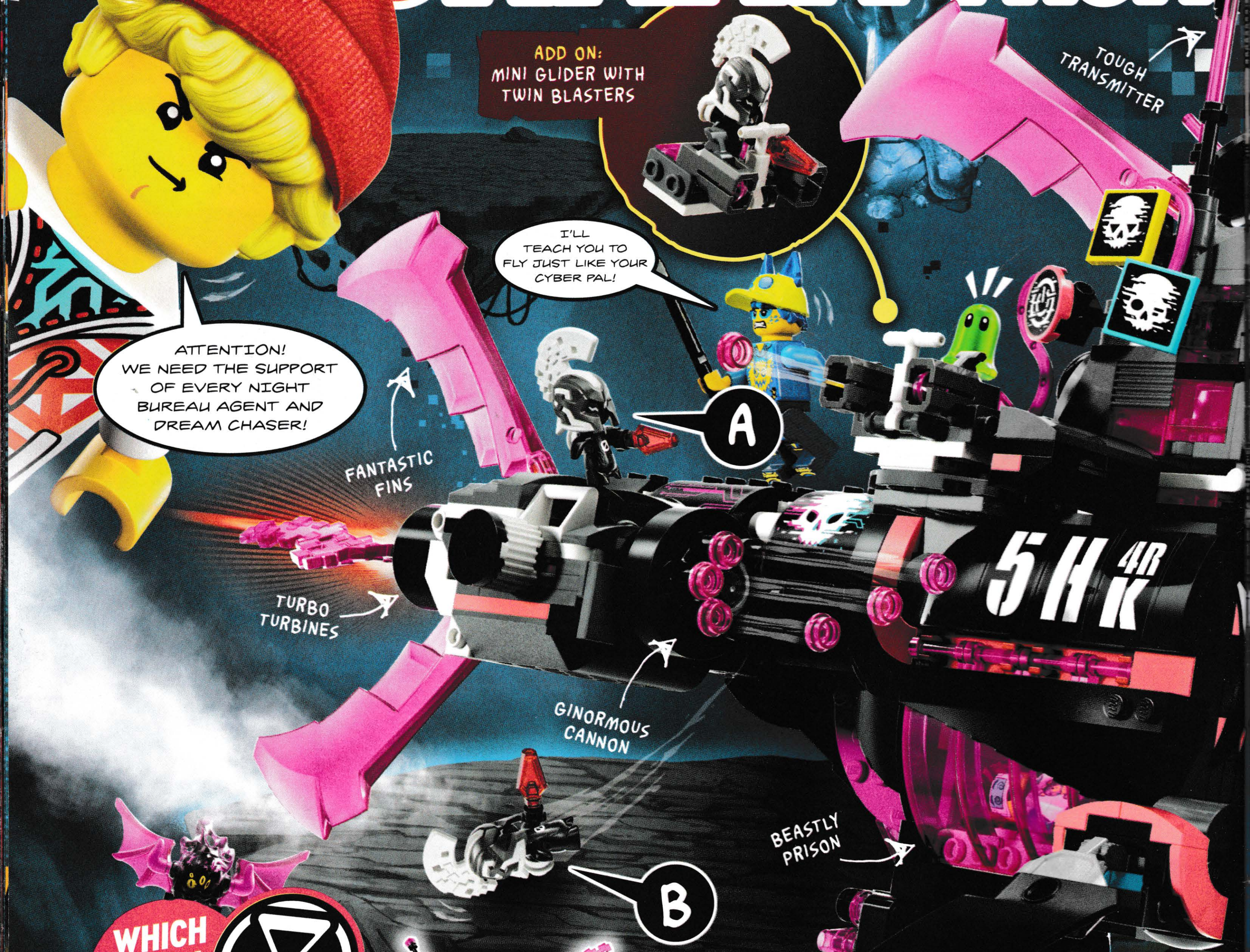
Find the answers on page 34.

GRAND INSPECTOR ROYCE HERE. ONLY THE BEST CAN SOLVE THIS PUZZLE.

DREAM CRAFTING

Here's a training you can complete with a **friend**. Grab your **LEGO® bricks** and build **something cool**. Your friend has **two minutes** to study your creation, then must try to **build a copy**. Have fun!

SHARK FROM

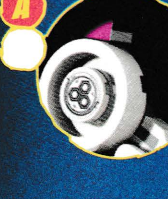

ADD ON:
MINI GLIDER WITH TWIN BLASTERS
TOUGH TRANSMITTER
I'LL TEACH YOU TO FLY JUST LIKE YOUR CYBER PAL!
ATTENTION! WE NEED THE SUPPORT OF EVERY NIGHT BUREAU AGENT AND DREAM CHASER!
A
FANTASTIC FINS
TURBO TURBINES
5HK 4R
GINORMOUS CANNON
BEASTLY PRISON
B
SUPER SENSORS

WHICH ONE WILL YOU BUILD?

EQUIPPED WITH TWO COLOSSAL CANNONS ON ITS BACK, THE HAMMERHEAD VERSION OF THE SUBMARINE IS A LETHAL OPPONENT.

PIXEL PROBE Mark the **3 images** that are **not found** on these two pages!

A ○

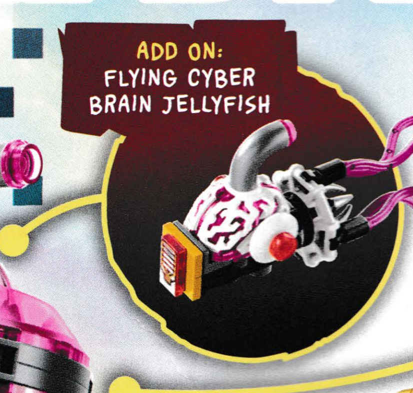


B ○

Find the answers on page 34.

THE DARK!

The henchmen of the incredibly villainous **Cyber Brain** use the **nightmare shark submarine** to terrorise the dream world. But the **dream chasers** are determined to fight the nightmarish forces and their leader **Dreamsmasher**.


ADD ON:
FLYING CYBER BRAIN JELLYFISH

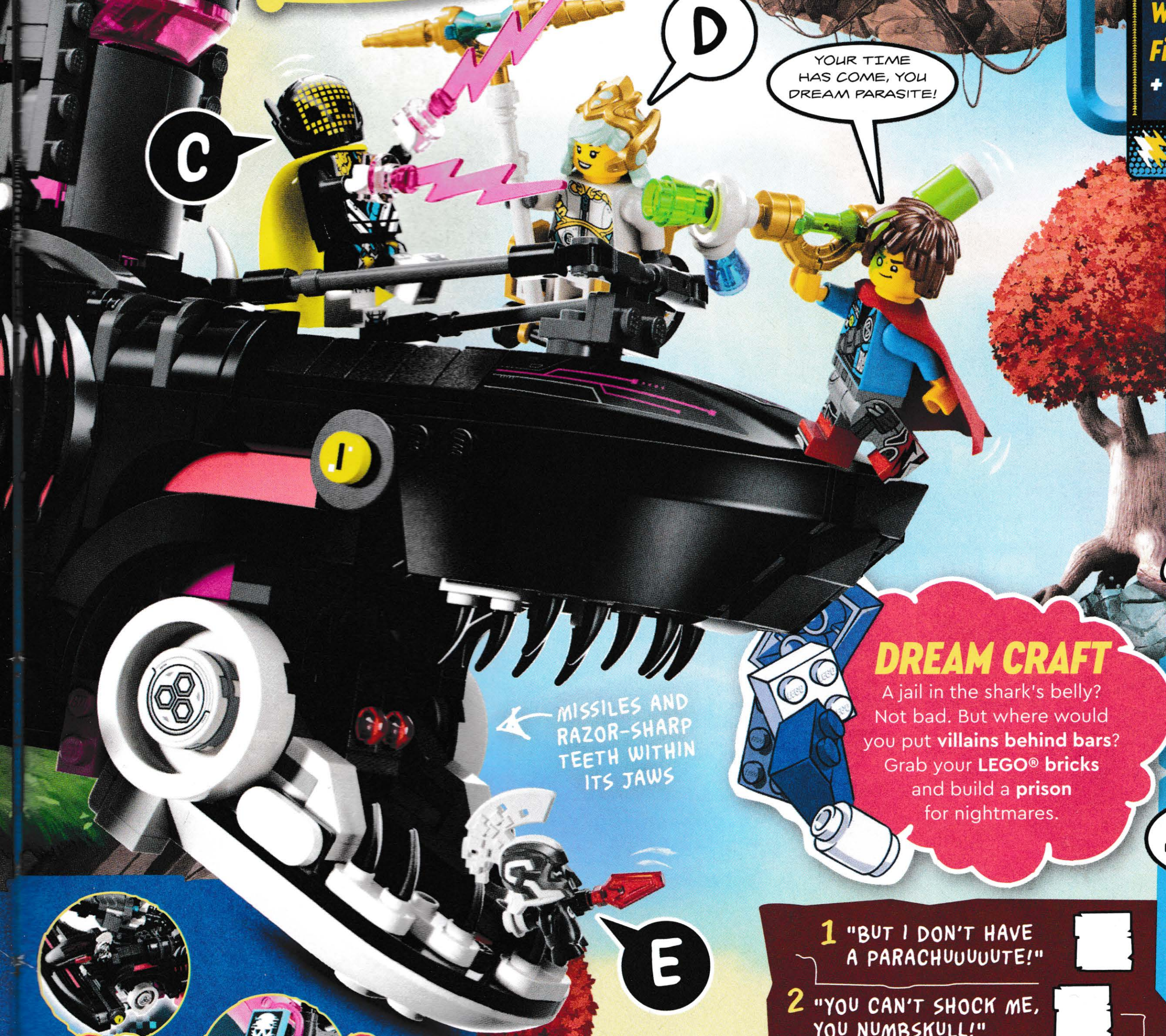
ADD ON:
GLIDER WITH TWIN CANNONS

▸OPEN FILE

SET DATA:

Set No.: 71500
Height: 25 cm
Length: 51 cm
Width: 24 cm
Figures: 5 minifigures + 3 Cyberlings + Z-Blob

1413 LEGO® PIECES

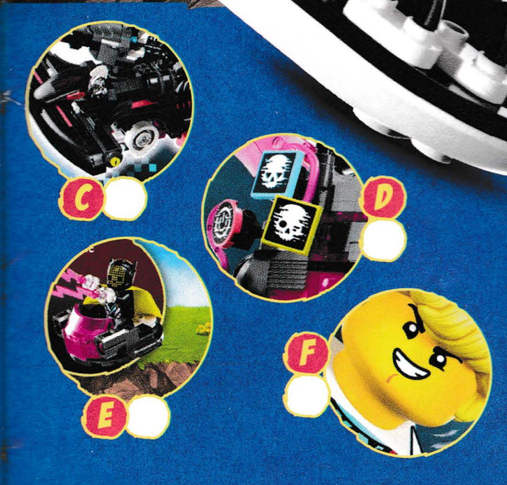

C
D
YOUR TIME HAS COME, YOU DREAM PARASITE!
MISSILES AND RAZOR-SHARP TEETH WITHIN ITS JAWS
E

DREAM CRAFT

A jail in the shark's belly? Not bad. But where would you put **villains behind bars**? Grab your **LEGO® bricks** and build a **prison** for nightmares.

WE'RE INCLUDED:

MATEO
THIS IS GETTING SERIOUS!
!!!
Z-BLOB
LOGAN
YOU'RE FIN-ISHED, HAHA!
THE BRIGHT BUREAU IS HERE!
ASTRID
DREAM SMASHER
I LOVE TO SMASH AND DASH!
THERE ARE THREE OF US!
CYBERLINGS
HEY, WHERE AM I?
DREAMER



WHO SAID IT?

Match the quotes on the right to the characters and write the **letters** in the corresponding **boxes**.

1 "BUT I DON'T HAVE A PARACHUUUUUTE!" ☐
2 "YOU CAN'T SHOCK ME, YOU NUMBSKULL!" ☐
3 "HIGH VOLTAGE COMIN' AT YOU!" ☐
4 "I LOVE YOUR BLUE EARS!" ☐
5 "GREAT, NOW I SMELL LIKE SHARK BREATH!" ☐

NEXT TIME

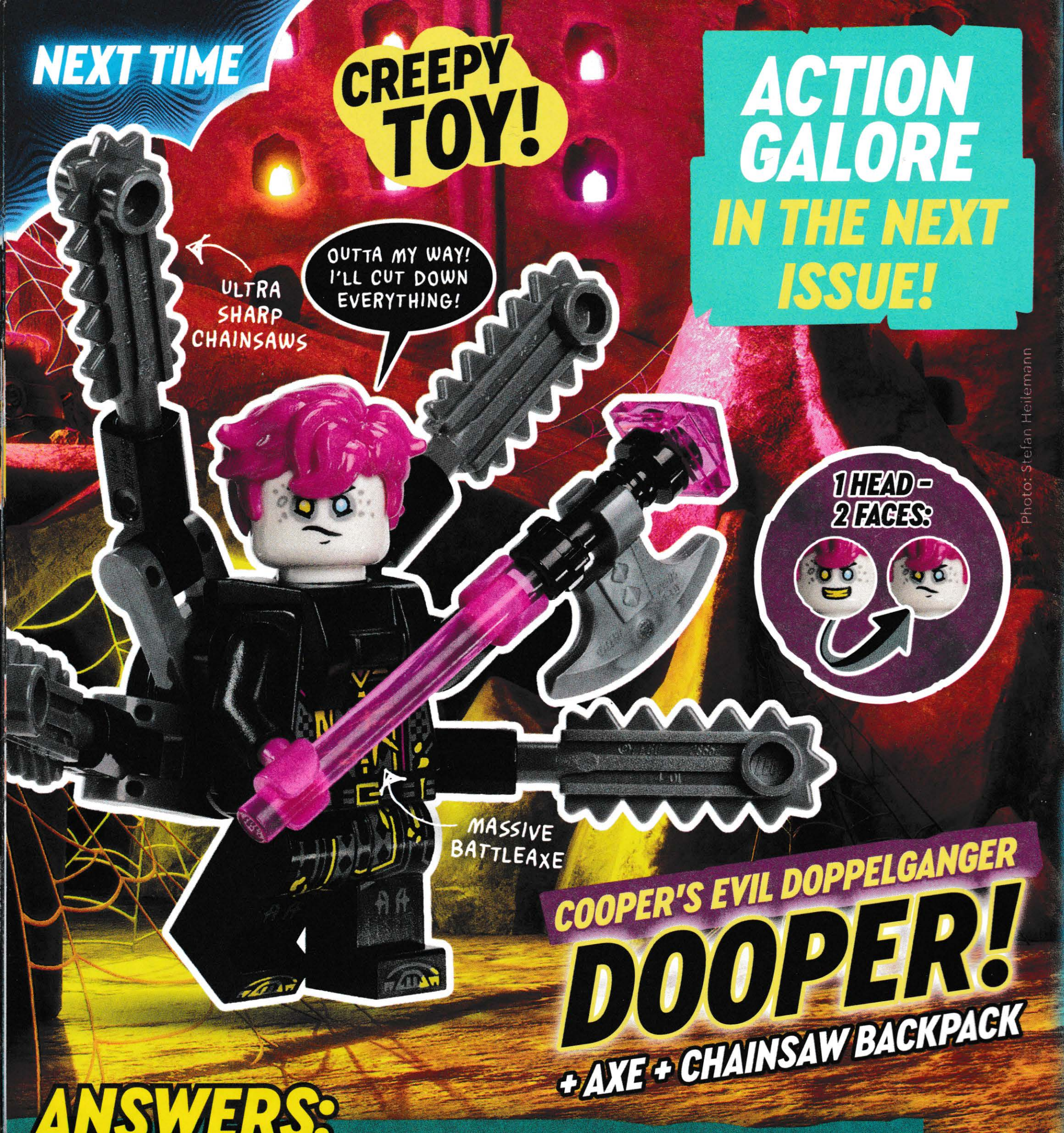


Photo: Stefan Heilemann

ACTION GALORE IN THE NEXT ISSUE!

COOPER'S EVIL DOPPELGANGER

DOOPER!

+ AXE + CHAINSAW BACKPACK

ANSWERS:

PAGE 3

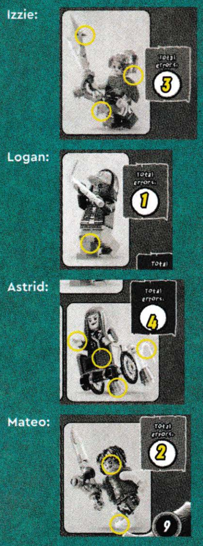
DOUBLE BARREL

Shot B: Susan
Shot D: Snivel

ESCAPED!

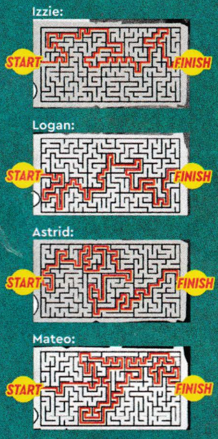
Susan: Pages 22, 25, 32
Snivel: Pages 24, 27, 31

MIRROR MIRROR



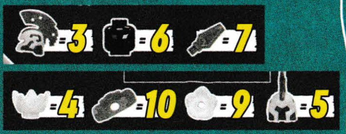
PAGE 9

WHERE ARE THEY?

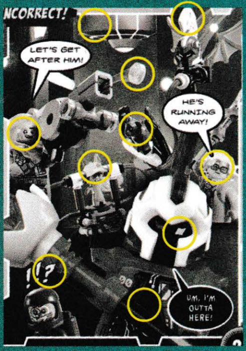


PAGE 23

ZERO LOGIC!



IMPERFECT TEN


NCORRECT!
LET'S GET AFTER HIM!
HE'S RUNNING AWAY!
UM, I'M OUTTA HERE!

PAGE 24

THE RACE

1: Mateo / 2: Cooper
3: Zero / 4: Izzie

RECORDS

A: Cooper (6) / B: Izzie (7)
C: Mateo (5) / D: Zero (8)

SPECTATORS

Cooper: B, D, A, C
Izzie: A, C, D, B
Mateo: C, B, A, D
Zero: D, A, C, B

BONUS ROUND!

Izzie (15)

PAGE 31

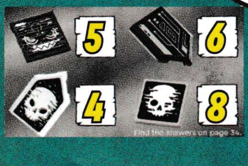
TOTAL FOCUS!

1: 4 / 2: 5 / 3: 3 / 4: 3
5: Cyberlings (6) / 6: 5

CHECK THE DATA

Sections C, E, H

PAGE 21 TERRIBLE TILES



GOT EVERYTHING, BRO?

PAGE 32

PIXEL PROBE

B, D, F

WHO SAID IT?

1: B / 2: D / 3: C / 4: A / 5: E

LEGO DREAMZzz

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Blue Ocean

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HELP US MAKE A BETTER MAGAZINE

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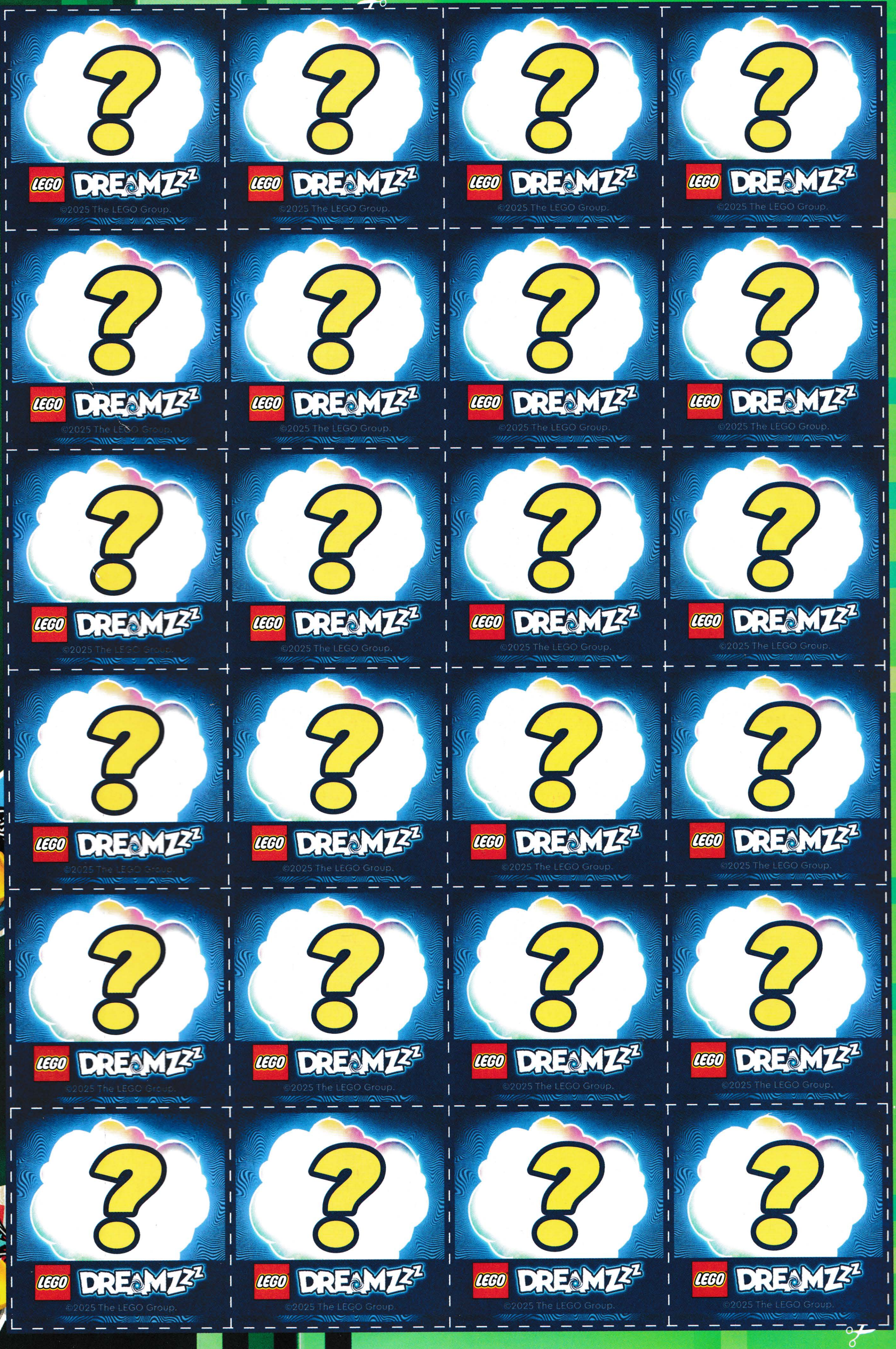
ASK A GROWN-UP TO SCAN THIS CODE OR VISIT LEGO.COM/MAGAZIN TO TAKE THE SURVEY RIGHT AWAY!

THE GAME: Win the **Dream World Cyber Game** by finding the most **matching pairs.**

HOW TO PLAY: **Cut out** the cards along the dashed lines, **shuffle them** and lay them out **face down.** The youngest player **starts** by turning over **two cards**. If he/she has two **identical** characters, he/she **takes them** and turns over **two more** cards. If they don't match, it's the next player's turn. Continue until there are **no cards left.** The player with the **most cards** wins!



LEGO DREAMZzz

DREAM WORLD MATCH UP GAME!